

Reading the Pokédex

The Pokédex is a remarkable collection of information about every Pokémon that you'll encounter. Use it often to get the most from the members of your rescue team.

POKÉDEX NUMBER AND NAME:

Every Pokémon has a corresponding number for quick reference. Pokémon veterans will recognize the Pokémon numbering system as the National Pokédex system from previous games.

IMPROVEMENT RATE:

Each Pokémon's relative statistics are represented on a scale from one to four, with one being the lowest and four being the highest compared to other Pokémon. In this example, Charmander's best stats are Attack, Defense, and Special Defense, while its HP and Special Attack are not quite as stellar. Note that Speed is not measured—all Pokémon move at the same rate in Pokémon Mystery Dungeon.

FRIEND AREAS AND LIKELIHOOD OF JOINING:

Before a Pokémon can join your party, it must have a compatible Friend Area where it can stay. Also, some Pokémon are more inclined to join you than others—likelihood is rated from Very Likely to Very Unlikely. If a Pokémon cannot be obtained, likelihood will be Never.

#4 CHARMANDER

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L37	SLASH
L1	GROWL	L43	DRAGON RAGE
L7	EMBER	L49	FIRE SPIN
L13	METAL CLAW		
L19	RAGE		
L25	SMOKESCREEN		
L31	SCARY FACE		
	FLAMETHROWER		

Friend Area • Mt. Cleft

Likely

- Potential hero or partner Pokémon
- Fiery Field 5F-8F

VITAL INFORMATION:

A Pokémon's type is most important aspect of Pokémon combat. Additionally, Pokémon also have one or two abilities that come into play—for example, Charmander's Blaze ability will increase the effectiveness of Fire-type moves when Charmander's HP dips below 1/3 of its maximum. All Pokémon can traverse a normal dungeon floor, as well as one other type of terrain, indicated by its terrain ability. The size of your team depends on your maximum allowed number of Pokémon (indicated by the Team Max number in each mission walk-through), as well as the individual Pokémon's sizes (shown here).

LEVEL-UP MOVES:

Pokémon learn moves automatically when they reach certain levels. Moves listed in green are special moves—the strength of their effects depends on a Pokémon's Special Attack and Special Defense.

HOW TO GET POKÉMON:

There are several ways to have Pokémon join your party. You can befriend the Pokémon by encountering them on specific levels of certain dungeons. Some Pokémon will join you if you're at a certain level or have a Friend Bow, which increases your chance of having a Pokémon join you. Many Pokémon can be obtained only by catching their pre-evolved form and evolving it.

#1 BULBASAU

Type: Grass-Poison
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L32	GROWTH
L4	POISON POWDER	L39	SYNTHESIS
L7	POISON POWDER	L46	SOLARBEAM

Friend Area • Beau Plains

Likely

- Potential hero or partner Pokémon
- Joyous Tower 1F-5F

#2 IVYSAUR

Type: Grass-Poison
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L15	POISON POWDER
L4	POISON POWDER	L22	SLEEP POWDER
L7	POISON POWDER	L29	RAZOR LEAF
L10	POISON POWDER	L36	SWEET SCENT
L13	POISON POWDER	L43	GROWTH
L16	POISON POWDER	L50	SYNTHESIS
L19	POISON POWDER	L57	SOLARBEAM

Friend Area • Beau Plains

Very Unlikely

- Evolves from Bulbasaur at Level 16
- Western Cave 19F-27F
- Leader must be Level 90, or Level 50 with Friend Bow

#3 VENUSAUR

Type: Grass-Poison
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE	L15	POISON POWDER
L4	POISON POWDER	L22	SLEEP POWDER
L7	POISON POWDER	L29	RAZOR LEAF
L10	POISON POWDER	L36	SWEET SCENT
L13	POISON POWDER	L43	GROWTH
L16	POISON POWDER	L50	SYNTHESIS
L19	POISON POWDER	L57	SOLARBEAM

Friend Area • Beau Plains

Never

- Evolves from Ivysaur at Level 32

#4 CHARMANDER

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L37	SLASH
L1	GROWL	L43	DRAGON RAGE
L7	EMBER	L49	FIRE SPIN
L13	METAL CLAW		
L19	RAGE		
L25	SMOKESCREEN		
L31	SCARY FACE		
	FLAMETHROWER		

Friend Area • Mt. Cleft

Likely

- Potential hero or partner Pokémon
- Fiery Field 5F-8F

#5 CHARMELEON

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L34	FLAMETHROWER
L1	GROWL	L41	SLASH
L7	EMBER	L48	DRAGON RAGE
L13	METAL CLAW	L55	FIRE SPIN
L20	SMOKESCREEN		
L27	SCARY FACE		

Friend Area • Mt. Cleft

Very Unlikely

- Evolves from Charmander at Level 16
- Fiery Field 26F-29F
- Leader must be Level 90, or Level 50 with Friend Bow

#6 CHARIZARD



Type: Fire-Flying
Ability: Blaze
Terrain Ability: Magma

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L20	SMOKESCREEN
L1	GROWL	L27	SCARY FACE
L1	SMOKESCREEN	L34	FLAMETHROWER
L1	HEATWAVE	L36	WING ATTACK
L2	METAL CLAW	L44	SLASH
L7	EMBER	L54	DRAGON RAGE
L13	METAL CLAW	L64	FIRE SPIN
L20	RAGE	L99	BLAST BURN

Friend Area • Mt. Cleft

Never

- Evolves from Charmeleon at Level 36



#7 SQUIRTLE



Type: Water
Ability: Torrent
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	RAIN DANCE
L4	TAIL WHIP	L40	SKULL BASH
L7	BUBBLE	L47	HYDRO PUMP
L10	WITHDRAW		
L13	WATER GUN		
L16	BITE		
L23	RAPID SPIN		
L28	PROTECT		

Friend Area • Turtlesell Pond

Likely

- Potential hero or partner Pokémon
- Waterfall Pond 8F-12F



#8 WARTORTLE



Type: Water
Ability: Torrent
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L25	RAPID SPIN
L1	TAIL WHIP	L31	PROTECT
L1	BUBBLE	L37	RAIN DANCE
L4	TAIL WHIP	L45	SKULL BASH
L7	BUBBLE	L53	HYDRO PUMP
L10	WITHDRAW		
L13	WATER GUN		
L19	BITE		

Friend Area • Turtlesell Pond

Very Unlikely

- Evolves from Squirtle at Level 16
- Northwind Field 27F-29F
- Leader must be Level 90, or Level 50 with Friend Bow



#9 BLASTOISE



Type: Water
Ability: Torrent
Terrain Ability: Water

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L19	BITE
L1	TAIL WHIP	L25	RAPID SPIN
L1	BUBBLE	L31	PROTECT
L1	WITHDRAW	L42	RAIN DANCE
L4	TAIL WHIP	L55	SKULL BASH
L7	BUBBLE	L68	HYDRO PUMP
L10	WITHDRAW	L99	HYDRO CANNON
L13	WATER GUN		

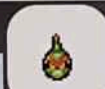
Friend Area • Turtlesell Pond

Very Unlikely

- Evolves from Wartortle at Level 36
- Western Cave 89F-98F, Makuhta Dojo 3F (Team Hydro)
- Leader must be Level 90 with Friend Bow



#10 CATERPIE



Type: Bug
Ability: Shield Dust
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE
L2	STRING SHOT

Friend Area • Mist-Rise Forest

Likely

- Wish Cave 2F-4F



#11 METAPOD



Type: Bug
Ability: Shed Skin
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

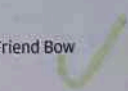
Level-Up Moves

L1	CONFUSION	L34	PSYBEAM
L10	CONFUSION	L40	SAFEGUARD
L13	POISONPOWDER	L47	SILVER WIND
L14	STUN SPORE		
L15	SLEEP POWDER		
L18	SUPERSONIC		
L23	WHIRLWIND		
L28	GUST		

Friend Area • Mist-Rise Forest

Very Unlikely

- Evolves from Caterpie at Level 7
- Joyous Tower 7F, 8F
- Leader must be Level 90, or Level 50 with Friend Bow



#12 BUTTERFREE



Type: Bug-Flying
Ability: Compoundeyes
Terrain Ability: Float

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	CONFUSION	L34	PSYBEAM
L10	CONFUSION	L40	SAFEGUARD
L13	POISONPOWDER	L47	SILVER WIND
L14	STUN SPORE		
L15	SLEEP POWDER		
L18	SUPERSONIC		
L23	WHIRLWIND		
L28	GUST		

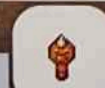
Friend Area • Mist-Rise Forest

Never

- Evolves from Metapod at Level 10



#13 WEEDLE



Type: Bug-Poison
Ability: Shield Dust
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POISON STING
L2	STRING SHOT

Friend Area • Mist-Rise Forest

Likely

- Silent Chasm 1F-6F, Mt. Thunder 1F-4F, Joyous Tower 28F-34F



#14 KAKUNA



Type: Bug-Poison
Ability: Shed Skin
Terrain Ability: Ground

Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	HARDEN
L7	HARDEN

Friend Area • Mist-Rise Forest

Very Unlikely

- Evolves from Weedle at Level 7
- Joyous Tower 9F-13F
- Leader must be Level 90, or Level 50 with Friend Bow



#15 BEEDRILL

Type: Bug-Poison
Ability: Swarm
Terrain Ability: Float



Size:

HP
Attack
Defense
Special Attack
Special Defense

Level-Up Moves

L1	FURY ATTACK	L45	ENDEAVOR
L10	FURY ATTACK		
L15	FOCUS ENERGY		
L20	TWINEEDLE		
L25	RAGE		
L30	PURSUIT		
L35	PIN MISSILE		
L40	AGILITY		

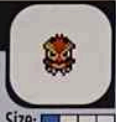
Friend Area • Mist-Rise Forest

Never

• Evolves from Kakuna at Level 10

#16 PIDGEY

Type: Normal-Flying
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP
Attack
Defense
Special Attack
Special Defense

Level-Up Moves

L1	TACKLE	L47	MIRROR MOVE
L5	SAND-ATTACK		
L9	GUST		
L13	QUICK ATTACK		
L19	WHIRLWIND		
L25	WING ATTACK		
L31	FEATHERDANCE		
L39	AGILITY		

Friend Area • Flyaway Forest

Likely

• Howling Forest 9F-13F

#17 PIDGEOTTO

Type: Normal-Flying
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP
Attack
Defense
Special Attack
Special Defense

Level-Up Moves

L1	TACKLE	L34	FEATHERDANCE
L1	SAND-ATTACK	L43	AGILITY
L5	GUST	L52	MIRROR MOVE
L9	SAND-ATTACK		
L13	GUST		
L20	QUICK ATTACK		
L27	WHIRLWIND		

Friend Area • Flyaway Forest

Very Unlikely

• Evolves from Pidgey at Level 18
• Mt. Thunder 2F-5F
• Leader must be Level 90, or Level 50 with Friend Bow

#18 PIDGEOT

Type: Normal-Flying
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP
Attack
Defense
Special Attack
Special Defense

Level-Up Moves

L1	TACKLE	L27	WING ATTACK
L1	SAND-ATTACK	L34	FEATHERDANCE
L1	GUST	L48	AGILITY
L5	QUICK ATTACK	L62	MIRROR MOVE
L9	SAND-ATTACK		
L13	GUST		
L20	QUICK ATTACK		
L27	WHIRLWIND		

Friend Area • Flyaway Forest

Never

• Evolves from Pidgeotto at Level 36

#19 RATTATA

Type: Normal
Ability: Run Away/Guts
Terrain Ability: Ground



Size:

HP
Attack
Defense
Special Attack
Special Defense

Level-Up Moves

L1	TACKLE		
L1	TAIL WHIP		
L7	QUICK ATTACK		
L13	HYPER FANG		
L20	FOCUS ENERGY		
L27	POISON		
L34	POISON		
L41	POISON		

Friend Area • Wild Plains

Sometimes

• Thunderwave Cave 1F-3F, Wish Cave 5F-7F

#20 RATICATE

Type: Normal
Ability: Run Away/Guts
Terrain Ability: Ground



Size:

HP
Attack
Defense
Special Attack
Special Defense

Level-Up Moves

L1	TACKLE		
L1	TAIL WHIP		
L7	QUICK ATTACK		
L13	HYPER FANG		
L20	FOCUS ENERGY		
L27	POISON		
L34	POISON		
L41	POISON		

Friend Area • Wild Plains

Never

• Evolves from Rattata at Level 20

#21 SPEAROW

Type: Normal-Flying
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP
Attack
Defense
Special Attack
Special Defense

Level-Up Moves

L1	PECK	L43	AGILITY
L1	GROWL		
L7	LEER		
L13	FURY ATTACK		
L19	PURSUIT		
L25	AERIAL ACE		
L31	MIRROR MOVE		
L37	DRILL PECK		

Friend Area • Ravaged Field

Likely

• Mt. Steel 1F-4F, Pitfall Valley 4F-9F

#22 FEAROW

Type: Normal-Flying
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP
Attack
Defense
Special Attack
Special Defense

Level-Up Moves

L1	PECK	L40	DRILL PECK
L1	GROWL	L47	AGILITY
L1	LEER		
L7	FURY ATTACK		
L13	LEER		
L19	FURY ATTACK		
L26	PURSUIT		
L32	MIRROR MOVE		

Friend Area • Ravaged Field

Never

• Evolves from Spearow at Level 20

#23 EKANS

Type: Poison
Ability: Intimidate/Shed Skin
Terrain Ability: Ground



Size:

HP
Attack
Defense
Special Attack
Special Defense

Level-Up Moves

L1	WRAP	L37	SWALLOW
L1	LEER	L37	SPIT UP
L8	POISON STING	L44	HAZE
L13	BITE		
L20	GLARE		
L25	SCREECH		
L32	ACID		
L37	STOCKPILE		

Friend Area • Wild Plains

Likely

• Western Cave 3F-5F
• Cannot catch on first encounter

#24 ARBOK

Type: Poison
Ability: Intimidate/Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WRAP	L38	ACID
L1	LEER	L46	STOCKPILE
L1	POISON STING	L46	SWALLOW
L1	BITE	L46	SPIT UP
L8	POISON STING	L56	HAZE
L13	BITE		
L20	GLARE		
L28	SCREECH		

Friend Area • Wild Plains

Never

- Evolves from Ekans at Level 22

#25 PIKACHU

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	THUNDERSHOCK	L33	AGILITY
L1	GROWL	L41	THUNDER
L6	TAIL WHIP	L50	LIGHT SCREEN
L8	THUNDER WAVE		
L11	QUICK ATTACK		
L15	DOUBLE TEAM		
L20	SLAM		
L26	THUNDERBOLT		

Friend Area • Energetic Forest

Very Unlikely

- Potential hero or partner Pokémon
- Evolves from Pichu when IQ reaches 6 stars
- Lightning Field 6F-10F
- Leader must be Level 90, or Level 50 with Friend Bow

#26 RAICHU

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	THUNDERSHOCK
L1	TAIL WHIP
L1	QUICK ATTACK
L1	THUNDERBOLT

Friend Area • Energetic Forest

Never

- Evolves from Pikachu with Thunderstone

#27 SANDSHREW

Type: Ground
Ability: Sand Veil
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L53	SANDSTORM
L6	DEFENSE CURL		
L11	SAND-ATTACK		
L17	POISON STING		
L23	SLASH		
L30	SWIFT		
L37	FURY SWIPES		
L45	SAND TOMB		

Friend Area • Furnace Desert

Likely

- Magma Cavern 1F-6F, Buried Relic 36F-59F, Desert Region 1F-6F, Joyous Tower 68F-73F

#28 SANDSLASH

Type: Ground
Ability: Sand Veil
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L53	SANDSTORM
L6	DEFENSE CURL		
L11	SAND-ATTACK		
L17	POISON STING		
L23	SLASH		
L30	SWIFT		
L37	FURY SWIPES		
L45	SAND TOMB		

Friend Area • Furnace Desert

Never

- Evolves from Sandshrew at Level 22

#29 NIDORAN ♀

Type: Poison
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L42	FLATTER
L1	SCRATCH	L47	CRUNCH
L8	TAIL WHIP		
L12	DOUBLE KICK		
L17	POISON STING		
L20	BITE		
L23	HELPING HAND		
L30	FURY SWIPES		

Friend Area • Safari

Likely

- Thunderwave Cave 1F-3F

#30 NIDORINA

Type: Poison
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L43	FLATTER
L1	SCRATCH	L53	CRUNCH
L8	TAIL WHIP		
L12	DOUBLE KICK		
L18	POISON STING		
L22	BITE		
L26	HELPING HAND		
L34	FURY SWIPES		

Friend Area • Safari

Very Unlikely

- Evolves from Nidoran♀ at level 16
- Lapis Cave 4F-8F, Wish Cave 47F-50F
- Leader must be Level 90, or Level 50 with Friend Bow

#31 NIDOQUEEN

Type: Poison-Ground
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	TAIL WHIP
L1	DOUBLE KICK
L1	POISON STING
L22	BODY SLAM
L43	SUPERPOWER

Friend Area • Safari

Never

- Evolves from Nidorina with Moon Stone

#32 NIDORAN ♂

Type: Poison
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER	L38	FLATTER
L1	PECK	L47	HORN DRILL
L8	FOCUS ENERGY		
L12	DOUBLE KICK		
L17	POISON STING		
L20	HORN ATTACK		
L23	HELPING HAND		
L30	FURY ATTACK		

Friend Area • Safari

Likely

- Mt. Thunder 1F-4F, Wish Cave 33F-37F

#33 NIDORINO

Type: Poison
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	LEER	L43	FLATTER
L1	PECK	L53	HORN DRILL
L8	FOCUS ENERGY		
L12	DOUBLE KICK		
L18	POISON STING		
L22	HORN ATTACK		
L26	HELPING HAND		
L34	FURY ATTACK		

Friend Area - Safari

Very Unlikely

- Evolves from Nidoran♂ at Level 16
- Lapis Cave 4F-8F, Wish Cave 47F-50F
- Leader must be Level 90, or Level 50 with Friend Bow

#34 NIDOKING

Type: Poison-Ground
Ability: Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	PECK
L1	FOCUS ENERGY
L1	DOUBLE KICK
L1	POISON STING
L22	THRASH
L43	MEGAHORN

Friend Area - Safari

Never

- Evolves from Nidorino with Moon Stone

#35 CLEFAIRY

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUND	L29	METRONOME
L1	GROWL	L33	COSMIC POWER
L5	ENCORE	L37	MOONLIGHT
L9	SING	L41	LIGHT SCREEN
L13	DOUBLES LAP	L45	METEOR MASH
L17	FOLLOW ME		
L21	MINIMIZE		
L25	DEFENSE CURL		

Friend Area - Mt. Moonview

Very Unlikely

- Evolves from Cleffa when IQ reaches 6 stars
- Joyous Tower 9F-14F
- Leader must be Level 90, or Level 50 with Friend Bow

#36 CLEFABLE

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SING
L1	DOUBLES LAP
L1	MINIMIZE
L1	METRONOME

Friend Area - Mt. Moonview

Never

- Evolves from Cleairy with Moon Stone

#37 VULPIX

Type: Fire
Ability: Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	EMBER	L35	SAFEGUARD
L5	TAIL WHIP	L37	GRUDGE
L9	ROAR	L39	SPIN
L13	FLAME WHEEL		
L17	FLAME WHEEL		
L21	FLAME WHEEL		

Friend Area - Darkness Ridge

Likely

- Fiery Field 1F-4F

#38 NINETALES

Type: Fire
Ability: Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	FLAME WHEEL
L1	CONFUSE RAY
L1	SAFEGUARD
L45	FLAME WHEEL

Friend Area - Darkness Ridge

Never

- Evolves from Vulpix with Fire Stone

#39 JIGGLYPUFF

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SING	L39	MIMIC
L4	DEFENSE CURL	L44	HYPER VOICE
L9	POUND	L49	DOUBLE-EDGE
L14	DISABLE		
L19	ROLLOUT		
L24	DOUBLES LAP		
L29	REST		
L34	BODY SLAM		

Friend Area - Sky Blue Plains

Very Unlikely

- Evolves from Igglybuff when IQ reaches 6 stars
- Wish Cave 1F-4F, Joyous Tower 1F-3F
- Leader must be Level 90, or Level 50 with Friend Bow

#40 WIGGLYTUFF

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SING
L1	DISABLE
L1	DEFENSE CURL
L1	DOUBLES LAP

Friend Area - Sky Blue Plains

Never

- Evolves from Jigglypuff with Moon Stone

#41 ZUBAT

Type: Poison-Flying
Ability: Inner Focus
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	LEECH LIFE	L41	POISON FANG
L6	ASTONISH	L46	HAZE
L11	SUPERSONIC		
L16	BITE		
L21	WING ATTACK		
L26	CONFUSE RAY		
L31	AIR CUTTER		
L36	MEAN LOOK		

Friend Area - Echo Cave

Likely

- Lapis Cave 1F-3F, Murky Cave 1F-5F

#42 GOLBAT

Type: Poison-Flying
Ability: Inner Focus
Terrain Ability: Float



Size: ☐ ☐ ☐ ☐

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCREECH	L28	CONFUSE RAY
L1	LEECH LIFE	L35	AIR CUTTER
L1	ASTONISH	L42	MEAN LOOK
L1	SUPERSONIC	L49	POISON FANG
L6	ASTONISH	L56	HAZE
L16	BITE		
L21	WING ATTACK		

Friend Area • Echo Cave

Very Unlikely

- Evolves from Zubat at Level 22
- Lapis Cave 11F-14F, Buried Relic 1F-4F, Wish Cave 46F-50F, Murky Cave 6F-10F
- Leader must be Level 90, or Level 50 with Friend Bow

#43 ODDISH

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size: ☐ ☐ ☐ ☐

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ABSORB		
L7	SWEET SCENT		
L14	POISONPOWDER		
L16	STUN SPORE		
L18	SLEEP POWDER		
L23	ACID		
L32	MOONLIGHT		
L39	PETAL DANCE		

Friend Area • Jungle

Likely

- Sinister Woods 1F-4F, Wyvern Hill 13F-20F

#44 GLOOM

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size: ☐ ☐ ☐ ☐

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ABSORB	L35	MOONLIGHT
L1	SWEET SCENT	L44	PETAL DANCE
L1	POISONPOWDER		
L7	SWEET SCENT		
L14	POISONPOWDER		
L16	STUN SPORE		
L18	SLEEP POWDER		
L24	ACID		

Friend Area • Jungle

Very Unlikely

- Evolves from Oddish at Level 21
- Silent Chasm 1F-9F
- Leader must be Level 90, or Level 50 with Friend Bow

#45 VILEPLUME

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size: ☐ ☐ ☐ ☐

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ABSORB		
L1	AROMATHERAPY		
L1	STUN SPORE		
L1	MEGA DRAIN		
L44	PETAL DANCE		

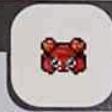
Friend Area • Jungle

Never

- Evolves from Gloom with Leaf Stone

#46 PARAS

Type: Bug-Grass
Ability: Effect Spore
Terrain Ability: Ground



Size: ☐ ☐ ☐ ☐

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L49	AROMATHERAPY
L7	STUN SPORE		
L14	POISONPOWDER		

Friend Area • Mushroom Forest

Often

- Silent Chasm 7F-9F

#47 PARASECT

Type: Bug-Grass
Ability: Effect Spore
Terrain Ability: Ground



Size: ☐ ☐ ☐ ☐

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L44	GROWTH
L7	STUN SPORE	L51	GIGA DRAIN
L13	POISONPOWDER	L59	AROMATHERAPY
L19	LEECH LIFE		
L27	SPORE		
L35	SLASH		

Friend Area • Mushroom Forest

Never

- Evolves from Paras at Level 24

#48 VENONAT

Type: Bug-Poison
Ability: Compoundeyes
Terrain Ability: Ground



Size: ☐ ☐ ☐ ☐

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	PSYBEAM
L1	DISABLE	L36	SLEEP POWDER
L1	FORESIGHT	L41	PSYCHIC
L9	SUPERSONIC		
L17	CONFUSION		
L20	POISONPOWDER		
L25	LEECH LIFE		
L28	STUN SPORE		

Friend Area • Secretive Forest

Often

- Western Cave 1F-3F, Uproar Forest 1F-5F, Murky Cave 1F-5F

#49 VENOMOTH

Type: Bug-Poison
Ability: Shield Dust
Terrain Ability: Float



Size: ☐ ☐ ☐ ☐

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SILVER WIND	L25	LEECH LIFE
L1	TACKLE	L28	STUN SPORE
L1	DISABLE	L31	GUST
L1	SUPERSONIC	L36	PSYBEAM
L2	FORESIGHT	L42	SLEEP POWDER
L9	SUPERSONIC	L52	PSYCHIC
L17	CONFUSION		
L20	POISONPOWDER		

Friend Area • Secretive Forest

Never

- Evolves from Venonat at Level 31

#50 DIGLETT

Type: Ground
Ability: Sand Veil/Arena Trap
Terrain Ability: Ground



Size: ☐ ☐ ☐ ☐

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SAND-ATTACK	L41	EARTHQUAKE
L1	SCRATCH	L49	FISSURE
L5	GROWL		
L9	MAGNITUDE		
L17	DIG		
L21	FURY SWIPES		
L25	MUD-SLAP		
L33	SLASH		

Friend Area • Boulder Cave

Often

- Southern Cavern 1F-7F, Joyous Tower 4F-6F

#51 DUGTRIO

Type: Ground
Ability: Sand Veil/Arena Trap
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TRI ATTACK	L25	MUD-SLAP
L1	SCRATCH	L26	SAND TOMB
L1	SAND-ATTACK	L38	SLASH
L1	GROWL	L51	EARTHQUAKE
L5	GROWL	L64	FISSURE
L9	MAGNITUDE		
L17	DIG		
L21	FURY SWIPES		

Friend Area • Boulder Cave

Never

- Evolves from Diglett at Level 26

DIGDRI

#52 MEOWTH

Type: Normal
Ability: Pickup
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L43	FAKE OUT
L1	GROWL	L45	SWAGGER
L10	BITE		
L18	PAY DAY		
L25	FAINT ATTACK		
L31	SCREECH		
L36	FURY SWIPES		
L40	SLASH		

Friend Area • Energetic Forest

Likely

- Potential hero Pokémon
- Western Cave 3F-6F

MAUZI

#53 PERSIAN

Type: Normal
Ability: Limber
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L49	SLASH
L1	GROWL	L55	FAKE OUT
L1	BITE	L61	SWAGGER
L10	BITE		
L18	PAY DAY		
L25	FAINT ATTACK		
L34	SCREECH		
L42	FURY SWIPES		

Friend Area • Energetic Forest

Never

- Evolves from Meowth at Level 28

SNOBILIKAT

#54 PSYDUCK

Type: Water
Ability: Damp/Cloud Nine
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER SPORT	L50	HYDRO PUMP
L1	SCRATCH		
L5	TAIL WHIP		
L10	DISABLE		
L16	CONFUSION		
L23	SCREECH		
L31	PSYCH UP		
L40	FURY SWIPES		

Friend Area • Turtlesell Pond

Likely

- Potential hero Pokémon
- Joyous Tower 9F-12F

ENTON

#55 GOLDDUCK

Type: Water
Ability: Damp/Cloud Nine
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER SPORT	L50	HYDRO PUMP
L1	SCRATCH		
L5	TAIL WHIP		
L10	DISABLE		
L16	CONFUSION		
L23	SCREECH		
L31	PSYCH UP		
L40	FURY SWIPES		

Friend Area • Turtlesell Pond

Never

- Evolves from Psyduck at Level 33

ENTORON

#56 MANKEY

Type: Fighting
Ability: Vital Spirit
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L36	SWAGGER
L1	LEER	L41	SCREECH
L6	LOW KICK	L46	THRASH
L11	KARATE CHOP		
L16	FURY SWIPES		
L21	FOCUS ENERGY		
L26	SEISMIC TOSS		
L31	CROSS CHOP		

Friend Area • Energetic Forest

Likely

- Uproar Forest 8F, 9F
- Cannot catch on first encounter

MENKI

#57 PRIMEAPE

Type: Fighting
Ability: Vital Spirit
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L26	SEISMIC TOSS
L1	LEER	L28	RAGE
L1	LOW KICK	L35	CROSS CHOP
L1	RAGE	L44	SWAGGER
L6	LOW KICK	L53	SCREECH
L11	KARATE CHOP	L62	THRASH
L16	FURY SWIPES		
L21	FOCUS ENERGY		

Friend Area • Energetic Forest

Never

- Evolves from Mankey at Level 28

RASAFF

#58 GROWLITHE

Type: Fire
Ability: Intimidate/Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BITE	L43	AGILITY
L1	ROAR	L49	FLAMETHROWER
L7	EMBER		
L13	LEER		
L19	ODOR SLEUTH		
L25	TAKE DOWN		
L31	FLAME WHEEL		
L37	HELPING HAND		

Friend Area • Scorched Plains

Likely

- Mt. Thunder 9F, 10F; Mt. Thunder Peak 1F, 2F

FLUKANO

#59 ARCANINE

Type: Fire
Ability: Intimidate/Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BITE		
L1	ROAR		
L1	EMBER		
L1	ODOR SLEUTH		
L49	EXTREMESPEED		

Friend Area • Scorched Plains

Never

- Evolves from Growlithe with Fire Stone

ARKANI

#69 BELLSPROUT

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	VINE WHIP	L37	RAZOR LEAF
L6	GROWTH	L45	SLAM
L11	WRAP		
L15	SLEEP POWDER		
L17	POISON POWDER		
L19	STUN SPORE		
L23	ACID		
L30	SWEET SCENT		

Friend Area • Jungle

Somewhat Likely

- Wish Cave 1F-3F

#70 WEEPINBELL

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	VINE WHIP	L24	ACID
L1	GROWTH	L33	SWEET SCENT
L1	WRAP	L42	RAZOR LEAF
L6	GROWTH	L54	SLAM
L11	WRAP		
L15	SLEEP POWDER		
L17	POISON POWDER		
L19	STUN SPORE		

Friend Area • Jungle

Very Unlikely

- Evolves from Bellsprout at Level 21

#71 VICTREEBEL

Type: Grass-Poison
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	STOCKPILE		
L1	VINE WHIP		
L1	SLEEP POWDER		
L1	SWEET SCENT		
L2	RAZOR LEAF		
L2	SPIT UP		
L2	SWALLOW		

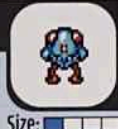
Friend Area • Jungle

Never

- Evolves from Weepinbell with Leaf Stone

#72 TENTACOO

Type: Water-Poison
Ability: Clear Body/Liquid Ooze
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POISON STING	L49	HYDRO PUMP
L6	SUPERSONIC		
L12	CONstrict		
L19	ACID		
L25	BUBBLEBEAM		
L30	WRAP		
L36	BARRIER		
L43	SCREECH		

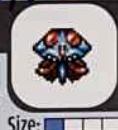
Friend Area • Bountiful Sea

Somewhat Likely

- Stormy Sea 1F-8F, Silver Trench 1F-9F, Grand Sea 1F-9F

#73 TENTACRUEL

Type: Water-Poison
Ability: Clear Body/Liquid Ooze
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POISON STING	L49	HYDRO PUMP
L1	SUPERSONIC		
L1	CONstrict		
L6	ACID		
L12	BUBBLEBEAM		
L19	WRAP		
L25	BARRIER		
L30	SCREECH		

Friend Area • Bountiful Sea

Very Unlikely

- Evolves from Tentacool at Level 30
- Stormy Sea 31F-39F, Silver Trench 35F-44F, Grand Sea 21F-30F, Makuhi Dojo 3F (Team Constrictor)
- Leader must be Level 90 with Friend Bow

#74 GEODUDE

Type: Rock-Ground
Ability: Rock Head/Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L49	EARTHQUAKE
L1	DEFENSE CURL	L41	EXPLOSION
L6	MUD SPORT	L46	DOUBLE-EDGE
L11	ROCK THROW		
L16	MAGNITUDE		
L21	SELFDESTRUCT		
L26	ROLLOUT		
L31	ROCK BLAST		

Friend Area • Mt. Deepgreen

Somewhat Likely

- Mt. Steel 5F-8F, Buried Relic 16F-20F, Wish Cave 12F-14F, Southern Cavern 1F-6F

#75 GRAVELER

Type: Rock-Ground
Ability: Rock Head/Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L29	ROLLOUT
L1	DEFENSE CURL	L37	ROCK BLAST
L1	MUD SPORT	L45	EARTHQUAKE
L1	ROCK THROW	L53	EXPLOSION
L6	MUD SPORT	L62	DOUBLE-EDGE
L11	ROCK THROW		
L16	MAGNITUDE		
L21	SELFDESTRUCT		

Friend Area • Mt. Deepgreen

Very Unlikely

- Evolves from Geodude at Level 25
- Magma Cavern 5F-10F, Buried Relic 74F-79F, Wish Cave 72F-75F, Southern Cavern 25F-36F, Joyous Tower 68F-73F, Makuhi Dojo 3F (Team Rumblerock)
- Leader must be Level 90, or Level 50 with Friend Bow

#76 GOLEM

Type: Rock-Ground
Ability: Rock Head/Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L29	ROLLOUT
L1	DEFENSE CURL	L37	ROCK BLAST
L1	MUD SPORT	L45	EARTHQUAKE
L1	ROCK THROW	L53	EXPLOSION
L6	MUD SPORT	L62	DOUBLE-EDGE
L11	ROCK THROW		
L16	MAGNITUDE		
L21	SELFDESTRUCT		

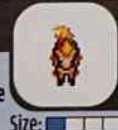
Friend Area • Mt. Deepgreen

Very Unlikely

- Evolves from Graveler with Link Cable
- Magma Cavern 15F-20F, Mt. Faraway 10F-19F, Buried Relic 91F-99F, Wish Cave 76F-79F, Southern Cavern 40F-50F, Joyous Tower 74F-79F, Makuhi Dojo 3F (Team Rumblerock)
- Leader must be Level 90 with Friend Bow

#77 PONYTA

Type: Fire
Ability: Run Away/Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L38	AGILITY
L1	QUICK ATTACK	L45	BOUNCE
L5	GROWL	L53	FIRE BLAST
L9	TAIL WHIP		
L14	EMBER		
L19	STOMP		
L25	FIRE SPIN		
L31	TAKE DOWN		

Friend Area • Scorched Plains

Likely

- Joyous Tower 57F-59F

#78 RAPIDASH

Type: Fire
Ability: Run Away/Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 QUICK ATTACK	L19 STOMP
L1 GROWL	L25 FIRE SPIN
L1 TAIL WHIP	L31 TAKE DOWN
L1 TACKLE	L38 AGILITY
L2 EMBER	L40 FURY ATTACK
L5 GROWL	L50 BOUNCE
L9 TAIL WHIP	L63 FIRE BLAST
L14 EMBER	

Friend Area • Scorched Plains

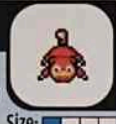
Never

- Evolves from Ponyta at Level 40



#79 SLOWPOKE

Type: Water-Psychic
Ability: Oblivious/Own Tempo
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 CURSE	L36 AMNESIA
L1 YAWN	L40 PSYCHIC
L1 TACKLE	L47 PSYCH UP
L6 GROWL	
L13 WATER GUN	
L17 CONFUSION	
L24 DISABLE	
L29 HEADBUTT	

Friend Area • Bountiful Sea

Likely

- Stormy Sea 11F-19F, Silver Trench 6F-14F, Grand Sea 6F-14F, Far-off Sea 6F-14F



#80 SLOWBRO

Type: Water-Psychic
Ability: Oblivious/Own Tempo
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 CURSE	L29 HEADBUTT
L1 YAWN	L36 AMNESIA
L1 TACKLE	L37 WITHDRAW
L6 GROWL	L44 PSYCHIC
L13 WATER GUN	L55 PSYCH UP
L17 CONFUSION	
L24 DISABLE	

Friend Area • Bountiful Sea

Never

- Evolves from Slowpoke at Level 37



#81 MAGNEMITE

Type: Electric-Steel
Ability: Magnet Pull/Sturdy
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 METAL SOUND	L38 SWIFT
L1 TACKLE	L44 SCREECH
L6 THUNDERSHOCK	L50 ZAP CANNON
L11 SUPERSONIC	
L16 SONICBOOM	
L21 THUNDER WAVE	
L26 SPARK	
L32 LOCK-ON	

Friend Area • Power Plant

Likely

- Joins rescue team automatically after you complete Thunderwave Cave dungeon for the first time
- Lightning Field 1F-7F, Wish Cave 1F-3F



#82 MAGNETON

Type: Electric-Steel
Ability: Magnet Pull/Sturdy
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 CURSE	
L1 YAWN	
L1 TACKLE	
L6 GROWL	
L13 WATER GUN	
L17 CONFUSION	
L24 DISABLE	

Friend Area • Power Plant

Never

- Evolves from Magnetite at Level 30



#83 FARFETCH'D

Type: Normal-Flying
Ability: Keen Eye/Inner Focus
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 PECK	L41 SLASH
L6 SAND-ATTACK	L46 FALSE SWIPE
L11 LEER	
L16 FURY ATTACK	
L21 KNOCK OFF	
L26 FURY CUTTER	
L31 SWORDS DANCE	
L36 AGILITY	

Friend Area • Wild Plains

Somewhat Likely

- Silent Chasm 1F-3F, Pitfall Valley 1F-6F, Joyous Tower 23F-27F



DODUO

Type: Normal-Flying
Ability: Run Away/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 PECK	L45 AGILITY
L1 GROWL	
L9 PURSUIT	
L13 FURY ATTACK	
L21 TRI ATTACK	
L25 RAGE	
L33 UPROAR	
L37 DRILL PECK	

Friend Area • Safari

Somewhat Likely

- Great Canyon 1F-4F, Pitfall Valley 7F-12F, Joyous Tower 35F-39F



#85 DODRIO

Type: Normal-Flying
Ability: Run Away/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 PECK	L38 UPROAR
L1 GROWL	L47 DRILL PECK
L1 PURSUIT	L60 AGILITY
L1 FURY ATTACK	
L9 PURSUIT	
L13 FURY ATTACK	
L21 TRI ATTACK	
L25 RAGE	

Friend Area • Safari

Never

- Evolves from Doduo at Level 31



#86 SEEL

Type: Water
Ability: Thick Fat
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 HEADBUTT	
L9 GROWL	
L17 ICY WIND	
L21 AURORA BEAM	
L29 REST	
L37 TAKE DOWN	
L41 ICE BEAM	
L49 SAFEGUARD	

Friend Area • Ice Floe Beach

Unlikely

- Mt. Freeze 3F-7F, Stormy Sea 9F-14F, Silver Trench 6F-14F, Far-off Sea 6F-14F



#87 DEWGONG

Type: Water-Ice
Ability: Thick Fat
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 SIGNAL BEAM	L29 REST
L1 HEADBUTT	L34 SHEER COLD
L1 ICY WIND	L42 TAKE DOWN
L1 AURORA BEAM	L51 ICE BEAM
L2 GROWL	L64 SAFEGUARD
L9 GROWL	
L17 ICY WIND	
L21 AURORA BEAM	

Friend Area • Ice Floe Beach

Never

- Evolves from Seel at Level 34

#88 GRIMER

Type: Poison
Ability: Stench/Sticky Hold
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 POISON GAS	L43 SLUDGE BOMB
L1 POUND	L53 MEMENTO
L4 HARDEN	
L8 DISABLE	
L13 SLUDGE	
L19 MINIMIZE	
L26 SCREECH	
L34 ACID ARMOR	

Friend Area • Poison Swamp

Likely

- Magma Cavern 15F-21F, Stormy Sea 20F-29F, Silver Trench 20F-29F, Wish Cave 80F-85F, Murky Cave 3F-6F, Joyous Tower 80F-85F, Far-off Sea 20F-29F

#89 MUK

Type: Poison
Ability: Stench/Sticky Hold
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 POISON GAS	L34 ACID ARMOR
L1 POUND	L47 SLUDGE BOMB
L1 HARDEN	L61 MEMENTO
L4 HARDEN	
L8 DISABLE	
L13 SLUDGE	
L19 MINIMIZE	
L26 SCREECH	

Friend Area • Poison Swamp

Never

- Evolves from Grimer at Level 38

#90 SHELLDER

Type: Water
Ability: Shell Armor
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 TACKLE	L50 ICE BEAM
L1 WITHDRAW	
L8 ICICLE SPEAR	
L15 SUPERSONIC	
L22 AURORA BEAM	
L29 PROTECT	
L36 LEER	
L43 CLAMP	

Friend Area • Bountiful Sea

Likely

- Stormy Sea 1F-8F, Silver Trench 1F-8F, Far-off Sea 1F-8F

#91 CLOYSTER

Type: Water-Ice
Ability: Shell Armor
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 WITHDRAW	
L3 WITHDRAW	

Friend Area • Bountiful Sea

Never

- Evolves from Shellder with Water Stone

#92 GASTLY

Type: Ghost-Poison
Ability: Levitate
Terrain Ability: Pass Through



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 NIGHT SHADE	L45 SHADOW BALL
L1 LICK	L51 NIGHTMARE
L8 SPITE	L48 MEAN LOOK
L13 CURSE	
L16 NIGHT SHADE	
L21 CONFUSE RAY	
L28 DREAM EATER	
L33 DESTINY BOND	

Friend Area • Darkness Ridge

Somewhat Likely

- Buried Relic 9F-14F, Darknight Relic 1F-6F

#93 HAUNTER

Type: Ghost-Poison
Ability: Levitate
Terrain Ability: Pass Through



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 HYPNOSIS	L31 DREAM EATER
L1 LICK	L39 DESTINY BOND
L1 SPITE	L45 SHADOW BALL
L8 SPITE	L53 NIGHTMARE
L13 CURSE	L64 MEAN LOOK
L16 NIGHT SHADE	
L21 CONFUSE RAY	
L25 SHADOW PUNCH	

Friend Area • Darkness Ridge

Very Unlikely

- Evolves from Gastly at Level 25
- Buried Relic 82F-93F, Darknight Relic 7F-11F
- Leader must be Level 90, or Level 50 with Friend Bow

#94 GENGAR

Type: Ghost-Poison
Ability: Levitate
Terrain Ability: Pass Through



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 HYPNOSIS	L31 DREAM EATER
L1 LICK	L39 DESTINY BOND
L1 SPITE	L45 SHADOW BALL
L8 SPITE	L53 NIGHTMARE
L13 CURSE	L64 MEAN LOOK
L16 NIGHT SHADE	
L21 CONFUSE RAY	
L25 SHADOW PUNCH	

Friend Area • Darkness Ridge

Never

- Evolves from Haunter with Link Cable

#95 ONIX

Type: Rock-Ground
Ability: Rock Head/Sturdy
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves	
L1 TACKLE	L41 SLAM
L1 SCREECH	L45 IRON TAIL
L8 BIND	L52 SAND TOMB
L12 ROCK THROW	L56 DOUBLE-EDGE
L19 HARDEN	
L23 RAGE	
L30 DRAGONBREATH	
L34 SANDSTORM	

Friend Area • Boulder Cave

Somewhat Likely

- Magma Cavern 21F-23F, Magma Cavern Pit 1F, Southern Cavern 40F-50F

#96 DROWZEE

Type: Psychic
Ability: Insomnia
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L37	PSYCH UP
L1	HYPNOSIS	L41	SWAGGER
L7	DISABLE	L47	FUTURE SIGHT
L11	CONFUSION		
L17	HEADBUTT		
L21	POISON GAS		
L27	MEDITATE		
L31	PSYCHIC		

Friend Area • Wild Plains

Somewhat Likely

- Buried Relic 9F-14F, Solar Cave 1F-5F



#97 HYPNO

Type: Psychic
Ability: Insomnia
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	NIGHTMARE	L21	POISON GAS
L1	HYPNOSIS	L29	MEDITATE
L1	DISABLE	L35	PSYCHIC
L2	CONFUSION	L43	PSYCH UP
L7	POUND	L49	SWAGGER
L11	DISABLE	L57	FUTURE SIGHT
L17	CONFUSION		
L17	HEADBUTT		

Friend Area • Wild Plains

Never

- Evolves from Drowzee at Level 26



#98 KRABBY

Type: Water
Ability: Hyper Cutter/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BUBBLE	L45	CRABHAMMER
L5	LEER	L49	FLAIL
L12	VICEGRIP		
L16	HARDEN		
L23	MUD SHOT		
L27	STOMP		
L34	GUILLOTINE		
L38	PROTECT		

Friend Area • Shallow Beach

Somewhat Likely

- Silver Trench 15F-24F, Grand Sea 15F-20F, Far-off Sea 1F-10F



#99 KINGLER

Type: Water
Ability: Hyper Cutter/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BUBBLE	L23	MUD SHOT
L1	LEER	L27	STOMP
L1	VICEGRIP	L38	GUILLOTINE
L1	HARDEN	L42	PROTECT
L2	METAL CLAW	L57	CRABHAMMER
L5	LEER	L65	FLAIL
L12	VICEGRIP		
L16	HARDEN		

Friend Area • Shallow Beach

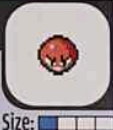
Never

- Evolves from Krabby at Level 28



#100 VOLTORB

Type: Electric
Ability: Soundproof/Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	CHARGE	L42	SWIFT
L1	PSYCHIC	L44	EXPLOSION
L1	POUND	L49	IRON TAIL
L1	POUND		
L1	POUND		
L1	POUND		
L1	POUND		
L1	POUND		

Friend Area • Power Plant

Somewhat Likely

- Thunderwave Cave 3F-5F, Wish Cave 8F-10F



#101 ELECTRODE

Type: Electric
Ability: Soundproof/Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PSYCHIC	L41	SWIFT
L1	PSYCHIC	L41	SWIFT
L1	PSYCHIC	L41	SWIFT
L1	PSYCHIC	L41	SWIFT
L1	PSYCHIC	L41	SWIFT
L1	PSYCHIC	L41	SWIFT
L1	PSYCHIC	L41	SWIFT
L1	PSYCHIC	L41	SWIFT

Friend Area • Power Plant

Never

- Evolves from Voltorb at Level 30



#102 EXEGGCUTE

Type: Grass-Psychic
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	HYPNOSIS	L37	SLEEP POWDER
L2	UPROAR	L43	SOLARBEAM
L3	BARRAGE		
L7	REFLECT		
L13	LEECH SEED		
L19	CONFUSION		
L25	STUN SPORE		
L31	POISONPOWDER		

Friend Area • Jungle

Somewhat Likely

- Howling Forest 14F



#103 EXEGGUTOR

Type: Grass-Psychic
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BARRAGE		
L1	HYPNOSIS		
L1	CONFUSION		
L19	STOMP		
L31	EGG BOMB		

Friend Area • Jungle

Never

- Evolves from Exeggcuter with Leaf Stone



#104 CUBONE

Type: Ground
Ability: Rock Head/Lightningrod
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L33	FALSE SWIPE
L5	TAIL WHIP	L37	THRASH
L9	BONE CLUB	L41	BONE RUSH
L13	HEADBUTT	L45	DOUBLE-EDGE
L17	LEER		
L21	FOCUS ENERGY		
L25	BONEMERANG		
L29	RAGE		

Friend Area • Mt. Deepgreen

Likely

- Potential hero Pokémon
- Southern Cavern 5F-10F



105 MAROWAK

Type: Ground
Ability: Rock Head/Lightningrod
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L21	FOCUS ENERGY
L1	TAIL WHIP	L25	BONEMERANG
L1	BONE CLUB	L32	RAGE
L1	HEADBUTT	L39	FALSE SWIPE
L5	TAIL WHIP	L46	THRASH
L9	BONE CLUB	L53	BONE RUSH
L13	HEADBUTT	L61	DOUBLE-EDGE
L17	LEER		

Friend Area • Mt. Deepgreen

Never

- Evolves from Cubone at Level 28

106 HITMONLEE

Type: Fighting
Ability: Limber
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	REVENGE	L31	MIND READER
L6	DOUBLE KICK	L36	FORESIGHT
L11	MEDITATE	L41	ENDURE
L16	ROLLING KICK	L46	MEGA KICK
L20	JUMP KICK	L51	REVERSAL
L26	BRICK BREAK		
L26	FOCUS ENERGY		
L26	HI JUMP KICK		

Friend Area • Mt. Discipline

Never

- Evolves from Tyrogue at Level 20 if Attack is higher than Defense

107 HITMONCHAN

Type: Fighting
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	REVENGE	L32	SKY UPPERCUT
L7	COMET PUNCH	L38	MEGA PUNCH
L13	AGILITY	L44	DETECT
L17	PURSUIT	L50	COUNTER
L20	MACH PUNCH		
L26	THUNDERPUNCH		
L26	ICE PUNCH		
L26	FIRE PUNCH		

Friend Area • Mt. Discipline

Never

- Evolves from Tyrogue at Level 20 if Defense is higher than Attack

108 LICKITUNG

Type: Normal
Ability: Own Tempo/Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LICK	L45	SCREECH
L7	SUPERSONIC	L51	REFRESH
L12	DEFENSE CURL		
L18	KNOCK OFF		
L23	STOMP		
L29	WRAP		
L34	DISABLE		
L40	SLAM		

Friend Area • Sky Blue Plains

Somewhat Likely

- Western Cave 37F-44F

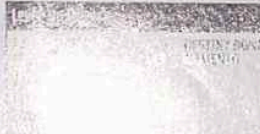
109 KOFFING

Type: Poison
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶



Friend Area • Poison Swamp

Somewhat Likely

- Sk. Tower 9F-16F, Wish Cave 71F-75F, Joyous Tower 65F-70F

110 WEEZING

Type: Poison
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	POISON GAS	L33	HATE
L1	TAIL WHIP	L43	EXPLOSION
L1	SMOG	L51	DESTINY BOND
L1	SELFDESTRUCT	L58	MENTO
L9	SMOG		
L17	SELFDESTRUCT		
L21	SLUDGE		
L25	SMOKESCREEN		

Friend Area • Poison Swamp

Never

- Evolves from Koffing at Level 35

111 RHYHORN

Type: Ground-Rock
Ability: Lightningrod/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	HORN ATTACK	L52	EARTHQUAKE
L1	TAIL WHIP	L57	MEGAHORN
L10	STOMP		
L15	FURY ATTACK		
L24	SCARY FACE		
L29	ROCK BLAST		
L38	HORN DRILL		
L43	TAKE DOWN		

Friend Area • Safari

Somewhat Likely

- Frosty Grotto 1F-4F, Buried Relic 61F-73F, Wish Cave 58F-61F, Southern Cavern 31F-39F, Joyous Tower 58F-61F

112 RHYDON

Type: Ground-Rock
Ability: Lightningrod/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	HORN ATTACK	L38	HORN DRILL
L1	TAIL WHIP	L46	TAKE DOWN
L1	STOMP	L58	EARTHQUAKE
L1	FURY ATTACK	L66	MEGAHORN
L10	STOMP		
L15	FURY ATTACK		
L24	SCARY FACE		
L29	ROCK BLAST		

Friend Area • Safari

Never

- Evolves from Rhyhorn at Level 42

113 CHANSEY

Type: Normal
Ability: Natural Cure/Serene Grace
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L35	EGG BOMB
L1	GROWL	L41	DEFENSE CURL
L5	TAIL WHIP	L49	LIGHT SCREEN
L9	REFRESH	L57	DOUBLE-EDGE
L13	SOFTBOILED		
L17	DOUBLESAP		
L23	MINIMIZE		
L29	SING		

Friend Area • Sky Blue Plains

Somewhat Likely

- Joyous Tower 50F, 60F, 77F

#114 TANGELA

Type: Grass
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	INGRAIN	L31	MEGA DRAIN
L4	CONSTRUCT	L37	STUN SPORE
L4	SLEEP POWDER	L40	SLAM
L10	ABSORB	L46	TICKLE
L13	GROWTH		
L19	POISONPOWDER		
L22	VINE WHIP		
L28	BIND		

Friend Area • Jungle

Somewhat Likely

• Lapis Cave 9F-12F, Joyous Tower 47F-50F



#115 KANGASKHAN

Type: Normal
Ability: Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	COMET PUNCH	L43	DIZZY PUNCH
L1	LEER	L49	REVERSAL
L7	BITE		
L13	TAIL WHIP		
L19	FAKE OUT		
L25	MEGA PUNCH		
L31	RAGE		
L37	ENDURE		

Friend Area • Safari

Somewhat Likely

• Western Cave 13F-19F



#116 HORSEA

Type: Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BUBBLE		
L8	SMOKESCREEN		
L15	LEER		
L22	WATER GUN		
L29	TWISTER		
L36	AGILITY		
L43	HYDRO PUMP		
L50	DRAGON DANCE		

Friend Area • Treasure Sea

Likely

• Silver Trench 10F-20F, Grand Sea 10F-20F



#117 SEADRA

Type: Water
Ability: Poison Point
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BUBBLE	L40	AGILITY
L1	SMOKESCREEN	L51	HYDRO PUMP
L1	LEER	L62	DRAGON DANCE
L1	WATER GUN		
L15	SMOKESCREEN		
L18	LEER		
L22	WATER GUN		
L29	TWISTER		

Friend Area • Treasure Sea

Very Unlikely

• Evolves from Horsea at Level 32
• Stormy Sea 30F-39F, Silver Trench 30F-39F, Grand Sea 27F-30F
• Leader must be Level 90, or Level 50 with Friend Bow



#118 GOLDEEN

Type: Water
Ability: Swift Swim/Water Veil
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PECK	L47	ROCK BRUSH
L1	TAIL WHIP	L57	HYPER BEAM
L1	WATER GUN		
L10	SMOOTH		
L15	WATER GUN		
L24	WATER GUN		
L29	TWISTER		

Friend Area • Rub-a-Dub River

Likely

• Waterfall Pond 1F-5F



#119 SEAKING

Type: Water
Ability: Swift Swim/Water Veil
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PECK	L47	ROCK BRUSH
L1	TAIL WHIP	L57	HYPER BEAM
L1	WATER GUN		
L10	SMOOTH		
L15	WATER GUN		
L24	WATER GUN		
L29	TWISTER		

Friend Area • Rub-a-Dub River

Never

• Evolves from Goldeen at Level 33



#120 STARYU

Type: Water
Ability: Illuminate/Natural Cure
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	MINIMIZE
L1	HARDEN	L37	LIGHT SCREEN
L6	WATER GUN	L42	COSMIC POWER
L10	RAPID SPIN	L46	HYDRO PUMP
L15	RECOVER		
L19	CAMOUFLAGE		
L24	SWIFT		
L28	BUBBLEBEAM		

Friend Area • Bountiful Sea

Somewhat Likely

• Silver Trench 15F-25F, Grand Sea 15F-25F



#121 STARMIE

Type: Water-Psychic
Ability: Illuminate/Natural Cure
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER GUN		
L1	RAPID SPIN		
L1	RECOVER		
L1	SWIFT		
L33	CONFUSE RAY		

Friend Area • Bountiful Sea

Never

• Evolves from Staryu with Water Stone



#122 MR. MIME

Type: Psychic
Ability: Soundproof
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BARrier	L26	ENCORE
L5	CONFUSION	L29	PSYBEAM
L8	SUBSTITUTE	L33	RECYCLE
L12	MEDITATE	L36	TRICK
L15	DOUBLES LAP	L40	ROLE PLAY
L19	LIGHT SCREEN	L43	PSYCHIC
L19	REFLECT	L47	BATON PASS
L22	MAGICAL LEAF	L50	SAFEGUARD

Friend Area • Decrepit Lab

Somewhat Likely

• Buried Relic 50F-69F, Solar Cave 7F-12F



123 SCYTHER

Type: Bug-Flying
Ability: Swarm
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	QUICK ATTACK	L36	SWORDS DANCE
L1	LEER	L41	DOUBLE TEAM
L6	FOCUS ENERGY	L46	FURY CUTTER
L11	PURSUIT		
L16	FALSE SWIPE		
L21	AGILITY		
L26	WING ATTACK		
L31	SLASH		

Friend Area • Overgrown Forest

Likely

• Sinister Woods 8F-11F, Pitfall Valley 13F-18F, Joyous Tower 15F-19F

124 JYNX

Type: Ice-Psychic
Ability: Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L35	MEAN LOOK
L1	LICK	L41	FAKE TEARS
L1	LOVELY KISS	L51	BODY SLAM
L1	POWDER SNOW	L57	PERISH SONG
L9	LOVELY KISS	L67	BLIZZARD
L13	POWDER SNOW		
L21	DOUBLES LAP		
L25	ICE PUNCH		

Friend Area • Frigid Cavern

Never

• Evolves from Smoochum at Level 30

125 ELECTABUZZ

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	QUICK ATTACK	L58	THUNDER
L1	LEER		
L1	THUNDERPUNCH		
L9	THUNDERPUNCH		
L17	LIGHT SCREEN		
L25	SWIFT		
L36	SCREECH		
L47	THUNDERBOLT		

Friend Area • Power Plant

Never

• Evolves from Elekid at Level 30

126 MAGMAR

Type: Fire
Ability: Flame Body
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	EMBER	L33	SUNNY DAY
L1	LEER	L41	FLAMETHROWER
L1	SMOG	L49	CONFUSE RAY
L1	FIRE PUNCH	L57	FIRE BLAST
L7	LEER		
L13	SMOG		
L19	FIRE PUNCH		
L25	SMOKESCREEN		

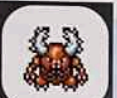
Friend Area • Crater

Never

• Evolves from Magby at Level 30

127 PINSIR

Type: Bug
Ability: Hyper Cutter
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	VICEGRIP	L43	SUBMISSION
L1	FOCUS ENERGY	L49	SWORDS DANCE
L7	BIND		
L13	SEISMIC TOSS		
L19	HARDEN		
L25	REVENGE		
L31	SHRINK RAY		
L37	WING ATTACK		

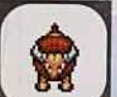
Friend Area • Overgrown Forest

Somewhat Likely

• Mt. Steel 7F, 8F; Western Cave 21F-28F; Joyous Tower 9F-11F

128 TAUROS

Type: Normal
Ability: Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TAUNT	L43	SLASH
L1	LEER	L49	LAKE DOWN
L7	TAUNT		
L13	TAUNT		
L19	TAUNT		
L25	TAUNT		
L31	TAUNT		
L37	TAUNT		

Friend Area • Safari

Somewhat Likely

• Great Canyon 10F-12F, Western Cave 10F-16F, Wish Cave 36F-43F, Joyous Tower 41F-44F

129 MAGIKARP

Type: Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SPLASH		
L15	TACKLE		
L30	FLAIL		

Friend Area • Waterfall Lake

Somewhat Likely

• Waterfall Pond 7F-11F
• Appears in Blue Rescue Team only

130 GYARADOS

Type: Water-Flying
Ability: Intimidate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	THRASH	L55	HYPER BEAM
L20	BITE		
L25	DRAGON RAGE		
L30	LEER		
L35	TWISTER		
L40	HYDRO PUMP		
L45	RAIN DANCE		
L50	DRAGON DANCE		

Friend Area • Waterfall Lake

Never

• Evolves from Magikarp at Level 20

131 LAPRAS

Type: Water-Ice
Ability: Water Absorb/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER GUN	L37	RAIN DANCE
L1	GROWL	L43	SAFEGUARD
L1	SING	L49	HYDRO PUMP
L7	MIST	L55	SHEER COLD
L13	BODY SLAM		
L19	CONFUSE RAY		
L25	PERISH SONG		
L31	ICE BEAM		

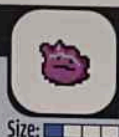
Friend Area • Mystic Lake

Somewhat Likely

• Far-off Sea 45F-50F
• Appears in Blue Rescue Team only

#132 DITTO

Type: Normal
Ability: Limber
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 TRANSFORM

Friend Area • Decrepit Lab

Somewhat Likely

Frosty Forest 4F-9F, Fiery Field 10F-20F, Buried Relic 16F-34F, Wish Cave 53F-64F, Joyous Tower 53F-64F

#133 EEEVEE

Type: Normal
Ability: Run Away
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 TACKLE
L1 TAIL WHIP
L1 HELPING HAND
L8 SAND-ATTACK
L16 GROWL
L23 QUICK ATTACK
L30 BITE
L36 BATON PASS

Friend Area • Transform Forest

Likely

• Potential hero Pokémon
• Joyous Tower 12F-17F

#134 VAPOREON

Type: Water
Ability: Water Absorb
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 TACKLE
L1 TAIL WHIP
L1 HELPING HAND
L8 SAND-ATTACK
L16 WATER GUN
L23 QUICK ATTACK
L30 BITE
L36 AURORA BEAM

Friend Area • Transform Forest

Never

• Evolves from Eevee with Water Stone

#135 JOLTEON

Type: Electric
Ability: Volt Absorb
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 TACKLE
L1 TAIL WHIP
L1 HELPING HAND
L8 SAND-ATTACK
L16 THUNDERSHOCK
L23 QUICK ATTACK
L30 DOUBLE KICK
L36 PIN MISSILE

Friend Area • Transform Forest

Never

• Evolves from Eevee with Thunderstone

#136 FLAREON

Type: Fire
Ability: Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 TACKLE
L1 TAIL WHIP
L1 HELPING HAND
L8 SAND-ATTACK
L16 FLAMETHROWER
L23 QUICK ATTACK
L30 DOUBLE KICK
L36 PIN MISSILE

Friend Area • Transform Forest

Never

• Evolves from Eevee with Fire Stone

#137 PORYGON

Type: Normal
Ability: Trace
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 TACKLE
L1 TAIL WHIP
L1 HELPING HAND
L8 SAND-ATTACK
L16 RECOVER
L23 SHARPEN
L30 LOCK-ON

Friend Area • Decrepit Lab

Somewhat Likely

• Buried Relic 5F-10F
• Appears in Red Rescue Team only

#138 OMANYTE

Type: Rock-Water
Ability: Swift Swim/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 CONSTRICT
L1 WITHDRAW
L13 BITE
L19 WATER GUN
L25 MUD SHOT
L31 LEER
L37 PROTECT
L43 TICKLE

Friend Area • Deep-Sea Floor

Somewhat Likely

• Stormy Sea 1F-9F, Silver Trench 1F-9F, Far-off Sea 1F-9F

#139 OMASTAR

Type: Rock-Water
Ability: Swift Swim/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 CONSTRICT
L1 WITHDRAW
L1 BITE
L1 WATER GUN
L13 BITE
L19 WATER GUN
L25 MUD SHOT
L31 LEER

Friend Area • Deep-Sea Floor

Never

• Evolves from Omanyte at Level 40

#140 KABUTO

Type: Rock-Water
Ability: Swift Swim/Battle Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1 SCRATCH
L1 HARDEN
L13 ABSORB
L19 LEER
L25 MUD SHOT
L31 SAND-ATTACK
L37 ENDURE
L43 METAL SOUND

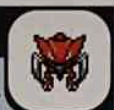
Friend Area • Deep-Sea Floor

Somewhat Likely

• Silver Trench 5F-13F, Grand Sea 5F-13F

#141 KABUTOPS

Type: Rock-Water
Ability: Swift Swim/Battle Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L31	SAND-ATTACK
L1	HARDEN	L37	ENDURE
L1	ABSORB	L40	SLASH
L1	LEER	L46	METAL SOUND
L2	FURY CUTTER	L55	MEGA DRAIN
L13	ABSORB	L65	ANCIENTPOWER
L19	LEER		
L25	MUD SHOT		

Friend Area • Deep-Sea Floor

Never

- Evolves from Kabuto at Level 40

#142 AERODACTYL

Type: Rock-Flying
Ability: Rock Head/Pressure
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WING ATTACK
L8	AGILITY
L15	BITE
L22	SUPERSONIC
L29	ANCIENTPOWER
L36	SCARY FACE
L43	TAKE DOWN
L50	HYPER BEAM

Friend Area • Ancient Relic

Somewhat Likely

- Sky Tower 21F-25F, Sky Tower Summit 1F-8F, Pitfall Valley 15F-25F, Joyous Tower 90F-99F

#143 SNORLAX

Type: Normal
Ability: Immunity/Thick Fat
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	BODY SLAM
L5	AMNESIA	L37	SLEEP TALK
L9	DEFENSE CURL	L41	BLOCK
L13	BELLY DRUM	L45	COVET
L17	HEADBUTT	L49	ROLLOUT
L21	YAWN	L53	HYPER BEAM
L25	REST		
L29	SNORE		

Friend Area • Energetic Forest

Unlikely

- Howling Forest 11F-14F
- Evolves from Munchlax at Level 40

#144 ARTICUNO

Type: Ice-Flying
Ability: Pressure
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GUST	L85	SHEER COLD
L1	POWDER SNOW		
L13	MIST		
L25	AGILITY		
L37	MIND READER		
L49	ICE BEAM		
L61	REFLECT		
L73	BLIZZARD		

Friend Area • Legendary Island

Likely

- Frosty Grotto 5F
- Cannot catch on first encounter

#145 ZAPDOS

Type: Electric-Flying
Ability: Pressure
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PECK	L85	THUNDER
L1	THUNDERSHOCK		
L13	THUNDER WAVE		
L25	AGILITY		
L37	REFLECT		
L49	DRAGON RAGE		
L61	ICE BEAM		
L73	BLIZZARD		

Friend Area • Legendary Island

Likely

- Mt. Thunder Peak 3F
- Cannot catch on first encounter

#146 MOLTRES

Type: Fire-Flying
Ability: Pressure
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	FLAME
L13	FLAME WHEEL
L25	AGILITY
L37	ENDURE
L49	FLAMEBREATH
L61	SAFEGUARD
L73	HEAT WAVE

Friend Area • Legendary Island

Likely

- Mt. Blaze Peak 3F
- Cannot catch on first encounter

#147 DRATINI

Type: Dragon
Ability: Shed Skin
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WRAP	L50	OUTRAGE
L1	LEER	L57	HYPER BEAM
L8	THUNDER WAVE		
L15	TWISTER		
L22	DRAGON RAGE		
L29	SLAM		
L36	AGILITY		
L43	SAFEGUARD		

Friend Area • Mystic Lake

Likely

- Silver Trench 50F-59F, Wyvern Hill 1F-5F, Far-off Sea 50F-59F

#148 DRAGONAIR

Type: Dragon
Ability: Shed Skin
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WRAP	L38	AGILITY
L1	LEER	L47	SAFEGUARD
L1	THUNDER WAVE	L56	OUTRAGE
L1	TWISTER	L65	HYPER BEAM
L8	THUNDER WAVE		
L15	TWISTER		
L22	DRAGON RAGE		
L29	SLAM		

Friend Area • Mystic Lake

Very Unlikely

- Evolves from Dratini at Level 30
- Wyvern Hill 12F-20F
- Leader must be Level 90, or Level 50 with Friend Bow

#149 DRAGONITE

Type: Dragon-Flying
Ability: Inner Focus
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WRAP	L38	AGILITY
L1	LEER	L47	SAFEGUARD
L1	THUNDER WAVE	L55	WING ATTACK
L1	TWISTER	L61	OUTRAGE
L8	THUNDER WAVE	L75	HYPER BEAM
L15	TWISTER		
L22	DRAGON RAGE		
L29	SLAM		

Friend Area • Mystic Lake

Never

- Evolves from Dragonair at Level 55

#150 MEWTWO

Type: Psychic
Ability: Pressure
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	CONFUSION	L77	PSYCH UP
L1	DISABLE	L88	FUTURE SIGHT
L1	BARRIER	L99	AMNESIA
L22	MIST		
L33	SWIFT		
L44	RECOVER		
L55	SAFEGUARD		
L66	PSYCHIC		

Friend Area • Cryptic Cave

Very Likely

- Western Cave 99F
- Cannot catch on first encounter

#151 MEW

Type: Psychic
Ability: Synchronize
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND
L10	TRANSFORM
L20	MEGA PUNCH
L30	METRONOME
L40	PSYCHIC
L50	ANCIENTPOWER

Friend Area • Final Island

Unlikely

- Buried Relic 36F-98F
- Leader must have Music Box

#152 CHIKORITA

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L43	SAFEGUARD
L1	GROWL	L50	SOLARBEAM
L8	RAZOR LEAF		
L12	REFLECT		
L15	POISONPOWDER		
L22	SYNTHESIS		
L29	BODY SLAM		
L36	LIGHT SCREEN		

Friend Area • Beau Plains

Likely

- Potential hero or partner Pokémon
- Joyous Tower 8F-11F

#153 BAYLEEF

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L31	BODY SLAM
L1	GROWL	L39	LIGHT SCREEN
L1	RAZOR LEAF	L47	SAFEGUARD
L1	REFLECT	L55	SOLARBEAM
L8	RAZOR LEAF		
L12	REFLECT		
L15	POISONPOWDER		
L23	SYNTHESIS		

Friend Area • Beau Plains

Very Unlikely

- Evolves from Chikorita at Level 16
- Western Cave 20F-27F
- Leader must be Level 90, or Level 50 with Friend Bow

#154 MEGANIUM

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L31	BODY SLAM
L1	GROWL	L41	LIGHT SCREEN
L1	RAZOR LEAF	L51	SAFEGUARD
L1	REFLECT	L61	SOLARBEAM
L8	RAZOR LEAF		
L12	REFLECT		
L15	POISONPOWDER		
L23	SYNTHESIS		

Friend Area • Beau Plains

Never

- Evolves from Bayleef at Level 32

#155 CYNDAQUIL

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	LEER
L1	SMOKESCREEN
L6	SMOKESCREEN
L12	EMBER
L21	QUICK ATTACK
L31	FLAME WHEEL
L42	SWIFT

Friend Area • Scorched Plains

Likely

- Potential hero or partner Pokémon
- Joyous Tower 13F-17F

#156 QUILAVA

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L54	FLAMETHROWER
L1	LEER		
L1	SMOKESCREEN		
L6	SMOKESCREEN		
L12	EMBER		
L21	QUICK ATTACK		
L31	FLAME WHEEL		
L42	SWIFT		

Friend Area • Scorched Plains

Very Unlikely

- Evolves from Cyndaquil at Level 14
- Fiery Field 15F-24F
- Leader must be Level 90, or Level 50 with Friend Bow

#157 TYPHLOSION

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L45	SWIFT
L1	LEER	L60	FLAMETHROWER
L1	SMOKESCREEN		
L6	EMBER		
L12	SMOKESCREEN		
L21	QUICK ATTACK		
L31	FLAME WHEEL		

Friend Area • Scorched Plains

Never

- Evolves from Quilava at Level 36

#158 TOTODILE

Type: Water
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L52	HYDRO PUMP
L1	LEER		
L7	RAGE		
L13	WATER GUN		
L20	BITE		
L27	SCARY FACE		
L35	SLASH		
L43	SCREECH		

Friend Area • Rub-a-Dub River

Likely

- Potential hero or partner Pokémon
- Wyvern Hill 6F-11F, Waterfall Pond 6F-10F

#168 ARIADOS

Type: Bug-Poison
Ability: Swarm/Insomnia
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POISON STING	L34	FURY SWIPES
L1	STRING SHOT	L43	SPIDER WEB
L1	SCARY FACE	L53	AGILITY
L1	CONstrict	L63	PSYCHIC
L6	SCARY FACE		
L11	CONstrict		
L17	NIGHT SHADE		
L25	LEECH LIFE		

Friend Area • Secretive Forest

Never

- Evolves from Spinarak at Level 22



#169 CROBAT

Type: Poison-Flying
Ability: Inner Focus
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCREECH	L28	CONFUSE RAY
L1	LEECH LIFE	L35	AIR CUTTER
L1	ASTONISH	L42	MEAN LOOK
L1	SUPERSONIC	L49	POISON FANG
L6	ASTONISH	L56	HAZE
L11	SUPERSONIC		
L16	BITE		
L21	WING ATTACK		

Friend Area • Echo Cave

Never

- Evolves from Golbat when IQ reaches 5 stars



#170 CHINCHOU

Type: Water-Electric
Ability: Volt Absorb/Illuminate
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BUBBLE	L41	HYDRO PUMP
L1	THUNDER WAVE	L49	CHARGE
L5	SUPERSONIC		
L13	FLAIL		
L17	WATER GUN		
L25	SPARK		
L29	CONFUSE RAY		
L37	TAKE DOWN		

Friend Area • Deep-Sea Floor

Somewhat Likely

- Silver Trench 70F-79F



#171 LANTURN

Type: Water-Electric
Ability: Volt Absorb/Illuminate
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BUBBLE	L43	TAKE DOWN
L1	THUNDER WAVE	L50	HYDRO PUMP
L1	SUPERSONIC	L61	CHARGE
L5	SUPERSONIC		
L13	FLAIL		
L17	WATER GUN		
L25	SPARK		
L32	CONFUSE RAY		

Friend Area • Deep-Sea Floor

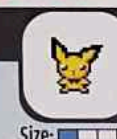
Never

- Evolves from Chinchou at Level 27



#172 PICHU

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	THUNDERSHOCK		
L1	CHARM		
L6	TAIL WHIP		
L8	THUNDERBOLT		
L11	SWIFT		
L27	WATERSHOCK		

Friend Area • Energetic Forest

Somewhat Likely

- Joyous Tower 3F-6F



#173 CLEFFA

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

L1	POUND		
L1	CHARM		
L2	SING		
L4	DEFENSE CURL		
L9	POUND		
L14	SWEET KISS		
L17	WISH		
L27	WATERSHOCK		

Friend Area • Mt. Moonview

Likely

- Wish Cave 1F-4F



#174 IGGLYBUFF

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND		
L1	CHARM		
L2	SING		
L4	DEFENSE CURL		
L9	POUND		
L14	SWEET KISS		

Friend Area • Sky Blue Plains

Likely

- Western Cave 10F-13F, Joyous Tower 1F-3F



#175 TOGEPI

Type: Normal
Ability: Hustle/Serene Grace
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L29	WISH
L1	CHARM	L33	SAFEGUARD
L4	METRONOME	L25	FOLLOW ME
L9	SWEET KISS	L37	DOUBLE-EDGE
L13	YAWN	L41	BATON PASS
L17	ENCORE		
L21	ANCIENTPOWER		
L25	FOLLOW ME		

Friend Area • Flyaway Forest

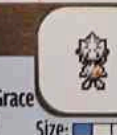
Somewhat Likely

- Wish Cave 5F-10F



#176 TOGETIC

Type: Normal-Flying
Ability: Hustle/Serene Grace
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	MAGICAL LEAF	L17	ENCORE
L1	GROWL	L21	ANCIENTPOWER
L1	CHARM	L25	FOLLOW ME
L1	SWEET KISS	L29	WISH
L2	METRONOME	L33	SAFEGUARD
L4	METRONOME	L37	DOUBLE-EDGE
L9	SWEET KISS	L41	BATON PASS
L13	YAWN		

Friend Area • Flyaway Forest

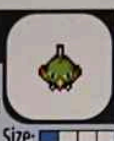
Never

- Evolves from Togepi when IQ reaches 5 stars



#177 NATU

Type: Psychic-Flying
Ability: Synchronize/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PECK
L1	LEER
L10	NIGHT SHADE
L20	TELEPORT
L30	WISH
L30	FUTURE SIGHT
L40	CONFUSE RAY
L50	PSYCHIC

Friend Area • Flyaway Forest

Somewhat Likely

- Solar Cave 1F-5F, Wish Cave 13F-17F

#178 XATU

Type: Psychic-Flying
Ability: Synchronize/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PECK
L1	LEER
L10	NIGHT SHADE
L20	TELEPORT
L35	WISH
L50	CONFUSE RAY
L65	PSYCHIC

Friend Area • Flyaway Forest

Never

- Evolves from Natu at Level 25

#179 MAREEP

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	GROWL
L9	THUNDERSHOCK
L16	THUNDER WAVE
L23	COTTON SPORE
L30	LIGHT SCREEN
L37	THUNDER

Friend Area • Thunder Meadow

Likely

- Lightning Field 1F-5F

#180 FLAAFFY

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	GROWL
L1	THUNDERSHOCK
L9	THUNDERSHOCK
L18	THUNDER WAVE
L27	COTTON SPORE
L36	LIGHT SCREEN
L45	THUNDER

Friend Area • Thunder Meadow

Very Unlikely

- Evolves from Mareep at Level 15
- Lightning Field 7F-13F
- Leader must be Level 90, or Level 50 with Friend Bow

#181 AMPHAROS

Type: Electric
Ability: Static
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	GROWL
L1	THUNDERSHOCK
L1	THUNDERSHOCK
L9	THUNDER WAVE
L18	THUNDER WAVE
L27	COTTON SPORE
L36	LIGHT SCREEN
L45	THUNDER
L42	LIGHT SCREEN
L57	THUNDER

Friend Area • Thunder Meadow

Never

- Evolves from Flaaffy at Level 30

#182 BELLOSSOM

Type: Grass
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	STUN SPORE
L1	STUN SPORE
L1	MINORAL ICE
L44	PETAL DANCE
L55	SOLARBEAM

Friend Area • Jungle

Never

- Evolves from Gloom with Sun Stone

#183 MARILL

Type: Water
Ability: Thick Fat/Huge Power
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE
L3	DEFENSE CURL
L6	TAIL WHIP
L10	WATER GUN
L15	ROLLOUT
L21	BUBBLEBEAM
L28	DOUBLE-EDGE
L36	RAIN DANCE
L45	HYDRO PUMP

Friend Area • Turtlesell Pond

Very Unlikely

- Evolves from Azurill when IQ reaches 6 stars
- Wish Cave 4F-6F
- Leader must be Level 90, or Level 50 with Friend Bow

AZUMARILL

Type: Water
Ability: Thick Fat/Huge Power
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	DEFENSE CURL
L1	TAIL WHIP
L1	WATER GUN
L3	DEFENSE CURL
L6	TAIL WHIP
L10	WATER GUN
L15	ROLLOUT
L24	BUBBLEBEAM
L34	DOUBLE-EDGE
L45	RAIN DANCE
L57	HYDRO PUMP

Friend Area • Turtlesell Pond

Never

- Evolves from Marill at Level 18

#185 SUDOWOODO

Type: Rock
Ability: Sturdy/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ROCK THROW
L9	FLAIL
L10	MIMIC
L17	LOW KICK
L25	ROCK SLIDE
L33	BLOCK
L41	FAINT ATTACK
L49	SLAM
L57	DOUBLE-EDGE

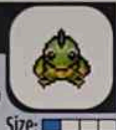
Friend Area • Overgrown Forest

Likely

- Sinister Woods 1F-4F

#186 POLITOED

Type: Water
Ability: Water Absorb/Damp
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER GUN
L5	HYPNOSIS
L1	DOUBLES LAP
L1	PERISH SONG
L35	PERISH SONG
L51	SWAGGER

Friend Area • Tadpole Pond

Never

- Evolves from Poliwhirl with King's Rock and Link Cable



#187 HOPPIP

Type: Grass-Flying
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SPLASH	L25	COTTON SPORE
L5	SYNTHESIS	L30	MEGA DRAIN
L10	TAIL WHIP		
L13	TACKLE		
L15	POISONPOWDER		
L17	STUN SPORE		
L20	SLEEP POWDER		

Friend Area • Beau Plains

Somewhat Likely

- Pitfall Valley 4F-8F



#188 SKIPLOOM

Type: Grass-Flying
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SPLASH	L22	LEECH SEED
L1	TACKLE	L29	COTTON SPORE
L5	SYNTHESIS	L36	MEGA DRAIN
L5	TAIL WHIP		
L10	TACKLE		
L13	POISONPOWDER		
L15	STUN SPORE		
L17	SLEEP POWDER		

Friend Area • Beau Plains

Very Unlikely

- Evolves from Hoppip at Level 18
- Great Canyon 1F-3F, Pitfall Valley 15F-20F, Joyous Tower 42F-46F
- Leader must be Level 90, or Level 50 with Friend Bow



#189 JUMPLUFF

Type: Grass-Flying
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

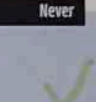
Level-Up Moves

L1	SPLASH	L22	LEECH SEED
L1	TACKLE	L33	COTTON SPORE
L5	SYNTHESIS	L44	MEGA DRAIN
L5	TAIL WHIP		
L10	TACKLE		
L13	POISONPOWDER		
L15	STUN SPORE		
L17	SLEEP POWDER		

Friend Area • Beau Plains

Never

- Evolves from Skiploom at Level 27



#190 AIPOM

Type: Normal
Ability: Run Away/Pickup
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L43	SCREECH
L1	TAIL WHIP	L50	AGILITY
L6	SAND-ATTACK		
L13	POISON-POWDER		
L17	POISON-POWDER		

Friend Area • Energetic Forest

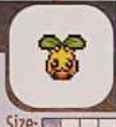
Somewhat Likely

- Uproar Forest 1F-6F
- Appears in Blue Rescue Team only



#191 SUNKERN

Type: Grass
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

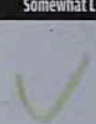
Level-Up Moves

L1	SYNTHESIS	L25	GRASS WHISPER
L1	TAIL WHIP	L30	SUNNY DAY
L6	SAND-ATTACK	L37	SYNTHESIS
L13	POISON-POWDER	L42	GIGA DRAIN
L17	POISON-POWDER		

Friend Area • Jungle

Somewhat Likely

- Wish Cave 1F-3F



#192 SUNFLORA

Type: Grass
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ABSORB	L42	SOLARBEAM
L1	POUND		
L6	GROWTH		
L13	RAZOR LEAF		
L18	INGRAIN		
L25	BULLET SEED		
L30	SUNNY DAY		
L37	PETAL DANCE		

Friend Area • Jungle

Never

- Evolves from Sunkern with Sun Stone



#193 YANMA

Type: Bug-Flying
Ability: Speed Boost/Compoundeyes
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L39	WING ATTACK
L1	FORESIGHT	L45	SUPERSONIC
L6	QUICK ATTACK	L50	SCREECH
L12	DOUBLE TEAM		
L17	SONIC BOOM		
L23	HYPNOSIS		
L28	DETECT		
L34	UPROAR		

Friend Area • Mist-Rise Forest

Somewhat Likely

- Silent Chasm 1F-8F, Pitfall Valley 9F-15F



#194 WOOPER

Type: Water-Ground
Ability: Damp/Water Absorb
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER GUN	L51	MIST
L1	TAIL WHIP	L51	HAZE
L11	SLAM		
L16	MUD SHOT		
L21	AMNESIA		
L31	YAWN		
L36	EARTHQUAKE		
L41	RAIN DANCE		

Friend Area • Peanut Swamp

Likely

- Sinister Woods 8F-10F, Waterfall Pond 3F-6F



#195 QUAGSIRE

Type: Water-Ground
Ability: Damp/Water Absorb
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER GUN	L61	MIST
L1	TAIL WHIP	L61	HAZE
L11	SLAM		
L16	MUD SHOT		
L23	AMNESIA		
L35	YAWN		
L42	EARTHQUAKE		
L49	RAIN DANCE		

Friend Area • Peanut Swamp

Never

- Evolves from Wooper at Level 20

#196 ESPEON

Type: Psychic
Ability: Synchronize
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L42	PSYCH UP
L1	TAIL WHIP	L47	PSYCHIC
L1	HELPING HAND	L52	MORNING SUN
L8	SAND-ATTACK		
L16	CONFUSION		
L23	QUICK ATTACK		
L30	SWIFT		
L36	PSYBEAM		

Friend Area • Transform Forest

Never

- Evolves from Eevee with Sun Ribbon and when IQ reaches 4 stars

#197 UMBREON

Type: Dark
Ability: Synchronize
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L42	MEAN LOOK
L1	TAIL WHIP	L47	SCREECH
L1	HELPING HAND	L52	MOONLIGHT
L8	SAND-ATTACK		
L16	PURSUIT		
L23	QUICK ATTACK		
L30	CONFUSE RAY		
L36	FAINT ATTACK		

Friend Area • Transform Forest

Never

- Evolves from Eevee with Lunar Ribbon and when IQ reaches 4 stars

#198 MURKROW

Type: Dark-Flying
Ability: Insomnia
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PECK		
L9	ASTONISH		
L14	PURSUIT		
L22	HAZE		
L27	NIGHT SHADE		
L35	FAINT ATTACK		
L40	TAUNT		
L48	MEAN LOOK		

Friend Area • Flyaway Forest

Somewhat Likely

- Great Canyon 5F-7F, Western Cave 1F-2F, Wish Cave 39F-42F

#199 SLOWKING

Type: Water-Psychic
Ability: Oblivious/Own Tempo
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶



Friend Area • Bountiful Sea

Never

- Evolves from Slowpoke with King's Rock and Link Cable

#200 MISDREAVUS

Type: Ghost
Ability: Levitate
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L45	PERISH SONG
L1	PSYWAVE	L53	GRUDGE
L6	SPITE		
L11	ASTONISH		
L17	CONFUSE RAY		
L23	MEAN LOOK		
L30	PSYBEAM		
L37	PAIN SPLIT		

Friend Area • Darkness Ridge

Somewhat Likely

- Murky Cave 13F-19F, Darknight Relic 1F-15F

#201 UNOWN

Type: Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	HIDDEN POWER		
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Friend Area • Aged Chamber AN and Aged Chamber O?

Unlikely

- Unown Relic (see below)



#202 WOBBUFFET

Type: Psychic
Ability: Shadow Tag
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 COUNTER
L1 MIRROR COAT
L1 SAFEGUARD
L1 DESTINY BOND

Friend Area • Echo Cave

Never

• Evolves from Wynaut at Level 15



#203 GIRAFARIG

Type: Normal-Psychic
Ability: Inner Focus/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE
L1 GROWL
L7 ASTONISH
L13 CONFUSION
L19 STOMP
L25 ODOR SLEUTH
L31 AGILITY
L37 BATON PASS
L43 PSYBEAM
L49 CRUNCH

Friend Area • Sky Blue Plains

Somewhat Likely

• Solar Cave 1F-4F



#204 PINECO

Type: Bug
Ability: Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE
L8 PROTECT
L8 SELFDESTRUCT
L15 TAKE DOWN
L22 RAPID SPIN
L29 BIDE
L36 EXPLOSION
L43 SPIKES
L50 DOUBLE-EDGE

Friend Area • Secretive Forest

Somewhat Likely

• Mt. Freeze 1F-5F, Wish Cave 61F-64F, Joyous Tower 61F-64D



#205 FORRETRESS

Type: Bug-Steel
Ability: Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE
L1 PROTECT
L1 SELFDESTRUCT
L8 SELFDESTRUCT
L15 TAKE DOWN
L22 RAPID SPIN
L29 BIDE
L31 ZAP CANNON
L39 EXPLOSION
L49 SPIKES
L59 DOUBLE-EDGE

Friend Area • Cryptic Forest

Never

• Evolves from Pineco at Level 31



#206 DUNSPARCE

Type: Normal
Ability: Serene Grace/Run Away
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 RAGE
L4 DEFENSE CURL
L7 YAWN
L14 YAWN
L41 TAKE DOWN
L44 FLAIL
L51 ENDEAVOR

Friend Area • Echo Cave

Somewhat Likely

• Great Canyon 1F-3F, Wish Cave 43F, 44F, Joyous Tower 43F, 44F



#207 GLIGAR

Type: Ground-Flying
Ability: Hyper Cutter/Sand Veil
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE
L8 SCREECH
L12 BIND
L12 ROCK THROW
L19 HARDEN
L23 RAGE
L30 DRAGONBREATH
L34 SANDSTORM
L36 SLASH
L44 SCREECH
L52 GUILLOTINE

Friend Area • Mt. Deepgreen

Somewhat Likely

• Mt. Thunder 7F-10F, Mt. Thunder Peak 1F, 2F, Wish Cave 31F-35F, Desert Region 15F-20F, Southern Cavern 15F-25F, Joyous Tower 31F-35F



#208 STEELIX

Type: Steel-Ground
Ability: Rock Head/Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE
L1 SCREECH
L8 BIND
L12 ROCK THROW
L19 HARDEN
L23 RAGE
L30 DRAGONBREATH
L34 SANDSTORM
L41 SLAM
L45 IRON TAIL
L52 CRUNCH
L56 DOUBLE-EDGE

Friend Area • Boulder Cave

Never

• Evolves from Onix with Metal Coat and Link Cable



#209 SNUBBULL

Type: Normal
Ability: Intimidate/Run Away
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE
L1 SCARY FACE
L4 TAIL WHIP
L8 CHARM
L13 BITE
L19 LICK
L26 ROAR
L34 RAGE
L43 TAKE DOWN
L53 CRUNCH

Friend Area • Sky Blue Plains

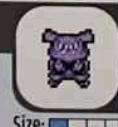
Somewhat Likely

• Western Cave 1F-3F



#210 GRANBULL

Type: Normal
Ability: Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves
L1 TACKLE
L1 SCARY FACE
L4 TAIL WHIP
L8 CHARM
L13 BITE
L19 LICK
L28 ROAR
L38 RAGE
L49 TAKE DOWN
L61 CRUNCH

Friend Area • Sky Blue Plains

Never

• Evolves from Snubbull at Level 23



#220 SWINUB

Type: Ice-Ground
Ability: Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE
L1	ODOR SLEUTH
L10	POWDER SNOW
L19	ENDURE
L28	TAKE DOWN
L37	MIST
L46	BLIZZARD
L55	AMNESIA

Friend Area • Frigid Cavern

Likely

• Sinister Woods 1F-3F; Wish Cave 17F-19F, 21F-25F



#221 PILOSWINE

Type: Ice-Ground
Ability: Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	HORN ATTACK	L42	MIST
L1	ODOR SLEUTH	L56	BLIZZARD
L1	POWDER SNOW	L70	AMNESIA
L1	ENDURE		
L10	POWDER SNOW		
L19	ENDURE		
L28	TAKE DOWN		
L33	FURY ATTACK		

Friend Area • Frigid Cavern

Never

• Evolves from Swinub at Level 33



#222 CORSOLA

Type: Water-Rock
Ability: Hustle/Natural Cure
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L39	MIRROR COAT
L6	HARDEN	L45	ANCIENTPOWER
L12	BUBBLE		
L17	RECOVER		
L17	REFRESH		
L23	BUBBLEBEAM		
L28	SPIKE CANNON		
L34	ROCK BLAST		

Friend Area • Shallow Beach

Somewhat Likely

• Silver Trench 5F-13F, Grand Sea 5F-13F



#223 REMORAID

Type: Water
Ability: Hustle
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER GUN
L11	LOCK-ON
L22	PSYBEAM
L22	AURORA BEAM
L22	BUBBLEBEAM
L33	FOCUS ENERGY
L44	ICE BEAM
L55	HYPER BEAM

Friend Area • Treasure Sea

Somewhat Likely

• Silver Trench 50F-59F



#224 OCTILLERY

Type: Water
Ability: Suction Cups
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER GUN	L70	HYPER BEAM
L11	CONSTRUCT		
L22	PSYBEAM		
L23	FOCUS ENERGY		

Friend Area • Treasure Sea

Very Unlikely

• Evolves from Remoraid at Level 25
• Silver Trench 60F-69F, Far-off Sea 55F-64F, Makuhi Dojo 3F (Team Constrictor)
• Leader must be Level 90, or Level 50 with Friend Bow



#225 DELIBIRD

Type: Ice-Flying
Ability: Vital Spirit/Hustle
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER GUN	L70	HYPER BEAM
L11	CONSTRUCT		
L22	PSYBEAM		
L23	FOCUS ENERGY		

Friend Area • Frigid Cavern

Somewhat Likely

• Northwind Field 17F-25F



#226 MANTINE

Type: Water-Flying
Ability: Swift Swim/Water Absorb
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L50	CONFUSE RAY
L1	BUBBLE		
L8	SUPERSONIC		
L15	BUBBLEBEAM		
L22	TAKE DOWN		
L29	AGILITY		
L36	WING ATTACK		
L43	WATER PULSE		

Friend Area • Serene Sea

Somewhat Likely

• Grand Sea 30F
• Appears in Red Rescue Team only



#227 SKARMORY

Type: Steel-Flying
Ability: Keen Eye/Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER	L42	SPIKES
L1	PECK	L45	METAL SOUND
L10	SAND-ATTACK		
L13	SWIFT		
L16	AGILITY		
L26	FURY ATTACK		
L29	AIR CUTTER		
L32	STEEL WING		

Friend Area • Ravaged Field

Somewhat Likely

• Western Cave 40F-49F, Wish Cave 18F-19F
• Cannot catch until after first encounter



#228 HOUNDOUR

Type: Dark-Fire
Ability: Early Bird/Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER	L43	FLAMETHROWER
L1	EMBER	L49	CRUNCH
L7	HOWL		
L13	SMOG		
L19	ROAR		
L25	BITE		
L31	ODOR SLEUTH		
L37	FAINT ATTACK		

Friend Area • Ravaged Field

Likely

• Silent Chasm 5F-7F, Howling Forest 1F-8F, Joyous Tower 25F-27F



#229 HOUNDOOM

Type: Dark-Fire
Ability: Early Bird/Flash Fire
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER	L43	FAINT ATTACK
L1	EMBER	L51	FLAMETHROWER
L1	HOWL	L59	CRUNCH
L7	HOWL		
L13	SMOG		
L19	ROAR		
L27	BITE		
L35	ODOR SLEUTH		

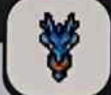
Friend Area • Ravaged Field

Never

• Evolves from Houndour at Level 24

#230 KINGDRA

Type: Water-Dragon
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BUBBLE	L40	AGILITY
L1	SMOKESCREEN	L51	HYDRO PUMP
L1	LEER	L62	DRAGON DANCE
L1	WATER GUN		
L8	SMOKESCREEN		
L15	LEER		
L22	WATER GUN		
L29	TWISTER		

Friend Area • Treasure Sea

Never

• Evolves from Seadra with Dragon Scale and Link Cable

#231 PHANPY

Type: Ground
Ability: Pickup
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ODOR SLEUTH	L49	DOUBLE-EDGE
L1	TACKLE		
L1	GROWL		
L9	DEFENSE CURL		
L17	FLAIL		
L25	TAKE DOWN		
L33	ROLLOUT		
L41	ENDURE		

Friend Area • Safari

Somewhat Likely

• Great Canyon 1F-3F, Southern Cavern 10F-19F

#232 DONPHAN

Type: Ground
Ability: Sturdy
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ODOR SLEUTH	L49	EARTHQUAKE
L1	HORN ATTACK		
L1	GROWL		
L9	DEFENSE CURL		
L17	FLAIL		
L25	FURY ATTACK		
L33	ROLLOUT		
L41	RAPID SPIN		

Friend Area • Safari

Never

• Evolves from Phanpy at Level 25

#233 PORYGON2

Type: Normal
Ability: Trace
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	CONVERSION 2	L36	TRI ATTACK
L1	TACKLE	L44	RECYCLE
L1	CONVERSION	L49	ZAP CANNON
L9	AGILITY		
L17	CONVERSION		
L25	CONVERSION		
L33	CONVERSION		

Friend Area • Decrepit Lab

Likely

• Evolves from Porygon with Upgrade and Link Cable
• Wish Cave 79F-84F, Buried Relic 9F-18F, Joyous Tower 80F-84F
• Appears in Blue Rescue Team only

#234 STANTLER

Type: Normal
Ability: Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	STOMP	L31	PLAY ROUGH
L1	STOMP		
L1	STOMP		
L1	STOMP		
L1	STOMP		
L1	STOMP		
L1	STOMP		
L1	STOMP		

Friend Area • Energetic Forest

Somewhat Likely

• Mt. Thunder 5F-9F, Joyous Tower 31F-36F

#235 SMEARGL

Type: Normal
Ability: Own Tempo
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SKETCH	L81	SKETCH
L11	SKETCH	L91	SKETCH
L21	SKETCH		
L31	SKETCH		
L41	SKETCH		
L51	SKETCH		
L61	SKETCH		
L71	SKETCH		

Friend Area • Sky Blue Plains

Somewhat Likely

• Rescue from Howling Forest—will join party after story event

#236 TYROGUE

Type: Fighting
Ability: Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE		
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Friend Area • Mt. Discipline

Somewhat Likely

• Mt. Steel 5F-8F

#237 HITMONTOP

Type: Fighting
Ability: Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	REVENGE	L37	AGILITY
L1	ROLLING KICK	L43	DETECT
L7	FOCUS ENERGY	L49	ENDEAVOR
L13	PURSUIT		
L19	QUICK ATTACK		
L20	TRIPLE KICK		
L25	RAPID SPIN		
L31	COUNTER		

Friend Area • Mt. Discipline

Never

• Evolves from Tyrogue if Attack and Defense are equal at Level 20

#238 SMOOCHUM

Type: Ice-Psychic
Ability: Oblivious
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L45	PSYCHIC
L1	LICK	L49	PERISH SONG
L9	SWEET KISS	L57	BLIZZARD
L13	POWDER SNOW		
L21	CONFUSION		
L25	SING		
L33	MEAN LOOK		
L37	FAKE TEARS		

Friend Area • Frigid Cavern

Somewhat Likely

• Joyous Tower 21F-25F



#239 ELEKID

Type: Electric
Ability: Static
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	QUICK ATTACK
L1	LEER
L9	THUNDERPUNCH
L17	LIGHT SCREEN
L25	SWIFT
L33	SCREECH
L41	THUNDERBOLT
L49	THUNDER

Friend Area • Power Plant

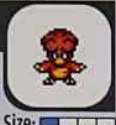
Likely

• Thunderwave Cave 4F-5F, Lightning Field 15F-22F, Buried Relic 41F-59F



#240 MAGBY

Type: Fire
Ability: Flame Body
Terrain Ability: Magma



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	EMBER	L49	FIRE BLAST
L7	LEER		
L13	SMOG		
L19	FIRE PUNCH		
L25	SMOKESCREEN		
L31	SUNNY DAY		
L37	FLAMETHROWER		
L43	CONFUSE RAY		

Friend Area • Crater

Somewhat Likely

• Mt. Blaze 1F-5F; Fiery Field 6F-9F; Wish Cave 72F-76F; Joyous Tower 46F-51F, 72F-76F



#241 MILTANK

Type: Normal
Ability: Thick Fat
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L53	HEAL BELL
L4	GROWL		
L8	DEFENSE CURL		
L13	STOMP		
L19	MILK DRINK		
L26	BIDE		
L34	ROLLOUT		
L43	BODY SLAM		

Friend Area • Safari

Somewhat Likely

• Western Cave 10F, 20F, 30F, 40F, 50F-53F, 60F-98F



#242 BLISSEY

Type: Normal
Ability: Natural Cure/Serene Grace
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L26	EGG BOMB
L7	POUNCE	L34	DEFENSE CURL
L13	HEAL BELL	L41	LIGHT SCREEN
L19	HEAL PULSE	L48	SOFT-BOILED
L26	HEAL BELL		

Friend Area • Sky Blue Plains

Never

• Evolves from Chansey when IQ reaches 5 stars

#243 RAIKOU

Type: Electric
Ability: Pressure
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER	L51	REFLECT
L7	THUNDER	L58	CRUNCH
L13	THUNDER		
L19	THUNDER		
L25	THUNDER		
L31	QUICK ATTACK		
L37	SPARK		
L43	REFLECT		
L49	CRUNCH		

Friend Area • Sacred Field

Unlikely

• Lightning Field 30F
• Cannot catch on first encounter



ENTEI

Type: Fire
Ability: Pressure
Terrain Ability: Magma



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BITE	L71	FIRE BLAST
L1	LEER	L81	CALM MIND
L11	EMBER		
L21	ROAR		
L31	FIRE SPIN		
L41	STOMP		
L51	FLAMETHROWER		
L61	SWAGGER		

Friend Area • Sacred Field

Unlikely

• Fiery Field 30F
• Cannot catch on first encounter



#245 SUICUNE

Type: Water
Ability: Pressure
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BITE	L71	HYDRO PUMP
L1	LEER	L81	CALM MIND
L11	BUBBLEBEAM		
L21	RAIN DANCE		
L31	GUST		
L41	AURORA BEAM		
L51	MIST		
L61	MIRROR COAT		

Friend Area • Sacred Field

Unlikely

• Northwind Field 30F
• Cannot catch on first encounter



#246 LARVITAR

Type: Rock-Ground
Ability: Guts
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BITE	L50	EARTHQUAKE
L1	LEER	L57	HYPER BEAM
L8	SANDSTORM		
L15	SCREECH		
L22	ROCK SLIDE		
L29	THRASH		
L36	SCARY FACE		
L43	CRUNCH		

Friend Area • Mt. Cleft

Likely

• Southern Cavern 16F-26F



#247

PUPITAR

Type: Rock-Ground
Ability: Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BITE	L38	SCARY FACE
L1	LEER	L47	CRUNCH
L2	SCREECH	L56	EARTHQUAKE
L8	SANDSTORM	L65	HYPER BEAM
L15	SCREECH		
L22	ROCK SLIDE		
L29	THRASH		

Friend Area • Mt. Cleft

Very Unlikely

- Evolves from Larvitar at Level 30
- Mt. Freeze 3F-5F, Buried Relic 60F-70F, Southern Cavern 37F-45F, Joyous Tower 62F-66F
- Leader must be Level 90, or Level 50 with Friend Bow

#248

TYRANITAR

Type: Rock-Dark
Ability: Sand Stream
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BITE	L38	SCARY FACE
L1	LEER	L47	CRUNCH
L1	SANDSTORM	L61	EARTHQUAKE
L1	SCREECH	L75	HYPER BEAM
L8	SANDSTORM		
L15	SCREECH		
L22	ROCK SLIDE		
L29	THRASH		

Friend Area • Mt. Cleft

Never

- Evolves from Pupitar at Level 55

#249

LUGIA

Type: Psychic-Flying
Ability: Pressure
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WHIRLWIND	L88	ANCIENTPOWER
L11	SAFEGUARD	L99	FUTURE SIGHT
L22	GUST		
L33	RECOVER		
L44	HYDRO PUMP		
L55	RAIN DANCE		
L66	SWIFT		
L77	AEROBLAST		

Friend Area • Deep-Sea Current

Very Likely

- Silver Trench 99F

#250

HO-OH

Type: Fire-Flying
Ability: Pressure
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WHIRLWIND	L88	ANCIENTPOWER
L11	SAFEGUARD	L99	FUTURE SIGHT
L22	GUST		
L33	RECOVER		
L44	FIRE BLAST		
L55	SUNNY DAY		
L66	SWIFT		
L77	SACRED FIRE		

Friend Area • Rainbow Peak

Very Likely

- Mt. Faraway 40F
- Cannot catch on first encounter

#251

CELEBI

Type: Psychic-Grass
Ability: Natural Cure
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	RECOVER	L50	PERISH SONG
L1	HEAL BELL		
L3	LEECH SEED		
L11	CONFUSION		
L20	CONFUSION		

Friend Area • Healing Forest

Very Likely

- Purity Forest 99F

#252

TREECKO

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L36	SLAM
L1	LEER	L41	DETECT
L1	ABSORB	L48	GIGA DRAIN
L1	QUICK ATTACK		
L6	ABSORB		
L11	QUICK ATTACK		
L16	FURY CUTTER		
L21	SCREECH		
L26	MEGA DRAIN		
L31	AGILITY		

Friend Area • Overgrown Forest

Likely

- Potential hero or partner Pokémon
- Joyous Tower 1F-4F

#253

GROVYLE

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L23	SCREECH
L1	LEER	L29	LEAF BLADE
L1	ABSORB	L35	AGILITY
L1	QUICK ATTACK	L41	SLAM
L6	ABSORB	L47	DETECT
L11	QUICK ATTACK	L53	FALSE SWIPE
L16	FURY CUTTER		
L21	PURSUIT		

Friend Area • Overgrown Forest

Very Unlikely

- Evolves from Treecko at Level 16
- Western Cave 38F-49F
- Leader must be Level 90, or Level 50 with Friend Bow

#254

SCEPTILE

Type: Grass
Ability: Overgrow
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L23	SCREECH
L1	LEER	L29	LEAF BLADE
L1	ABSORB	L35	AGILITY
L1	QUICK ATTACK	L43	SLAM
L6	ABSORB	L51	DETECT
L11	QUICK ATTACK	L59	FALSE SWIPE
L16	FURY CUTTER		
L21	PURSUIT		

Friend Area • Overgrown Forest

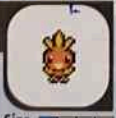
Never

- Evolves from Grovyale at Level 36

#255

TORCHIC

Type: Fire
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L34	SLASH
L1	GROWL	L37	MIRROR MOVE
L7	FOCUS ENERGY	L43	FLAMETHROWER
L10	EMBER		
L16	PECK		
L19	SAND-ATTACK		
L25	FIRE SPIN		
L28	QUICK ATTACK		

Friend Area • Scorched Plains

Likely

- Potential hero or partner Pokémon
- Joyous Tower 11F-15F

#256 COMBUSKEN

Type: Fire-Fighting
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L21	SAND-ATTACK
L1	GROWL	L28	BULK UP
L1	FOCUS ENERGY	L32	QUICK ATTACK
L1	EMBER	L39	SLASH
L7	FOCUS ENERGY	L43	MIRROR MOVE
L13	EMBER	L50	SKY UPPERCUT
L16	DOUBLE KICK		
L17	PECK		

Friend Area • Scorched Plains

Very Unlikely

- Evolves from Torchic at Level 16
- Fiery Field 22F-29F
- Leader must be Level 90, or Level 50 with Friend Bow

#257 BLAZIKEN

Type: Fire-Fighting
Ability: Blaze
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L17	PECK
L1	GROWL	L21	SAND-ATTACK
L1	FOCUS ENERGY	L28	BULK UP
L1	EMBER	L32	QUICK ATTACK
L2	FIRE PUNCH	L36	BLAZE KICK
L7	FOCUS ENERGY	L42	SLASH
L13	EMBER	L49	MIRROR MOVE
L16	DOUBLE KICK	L59	SKY UPPERCUT

Friend Area • Scorched Plains

Never

- Evolves from Combusken at Level 36

#258 MUDKIP

Type: Water
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	WHIRLPOOL
L1	GROWL	L37	PROTECT
L6	MUD-SLAP	L42	HYDRO PUMP
L10	WATER GUN	L46	ENDEAVOR
L15	BIDE		
L19	FORESIGHT		
L24	MUD SPORT		
L28	TAKE DOWN		

Friend Area • Peanut Swamp

Likely

- Potential hero or partner Pokémon
- Waterfall Pond 1F-3F

#259 MARSHTOMP

Type: Water-Ground
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L20	FORESIGHT
L1	GROWL	L25	MUD SPORT
L1	MUD-SLAP	L31	TAKE DOWN
L1	WATER GUN	L37	MUDDY WATER
L6	MUD-SLAP	L42	PROTECT
L10	WATER GUN	L46	EARTHQUAKE
L15	BIDE	L53	ENDEAVOR
L16	MUD SHOT		

Friend Area • Peanut Swamp

Very Unlikely

- Evolves from Mudkip at Level 16
- Mt. Faraway 10F-19F, Waterfall Pond 13F-18F
- Leader must be Level 90, or Level 50 with Friend Bow

#260 SWAMPERT

Type: Water-Ground
Ability: Torrent
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L20	FORESIGHT
L1	GROWL	L25	MUD SPORT
L1	MUD-SLAP	L31	TAKE DOWN
L1	WATER GUN	L37	MUDDY WATER
L6	MUD-SLAP	L42	PROTECT
L10	WATER GUN	L46	EARTHQUAKE
L15	BIDE	L53	ENDEAVOR
L16	MUD SHOT		

Friend Area • Peanut Swamp

Very Unlikely

- Evolves from Marshtomp at level 36
- West Cave 79F-88F, Makuhtita Dojo 3F (Team Hydro)
- Leader must be Level 90 with Friend Bow

#261 POOCHYENA

Type: Dark
Ability: Run Away
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L20	FORESIGHT
L1	GROWL	L25	MUD SPORT
L1	MUD-SLAP	L31	TAKE DOWN
L1	WATER GUN	L37	MUDDY WATER
L6	MUD-SLAP	L42	PROTECT
L10	WATER GUN	L46	EARTHQUAKE
L15	BIDE	L53	ENDEAVOR
L16	MUD SHOT		

Friend Area • Wild Plains

Somewhat Likely

- Thunderwave Cave 1F-3F, Howling Forest 1F-8F

#262 MIGHTYENA

Type: Dark
Ability: Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L22	ROAR
L1	HOWL	L27	SWAGGER
L1	SAND-ATTACK	L32	SCARY FACE
L1	BITE	L37	TAKE DOWN
L5	HOWL	L42	TAUNT
L13	SAND-ATTACK	L47	CRUNCH
L17	ODOR SLEUTH	L52	THIEF

Friend Area • Wild Plains

Never

- Evolves from Poochyena at Level 18

#263 ZIGZAGOON

Type: Normal
Ability: Pickup
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L29	COVET
L1	GROWL	L33	FLAIL
L5	TAIL WHIP	L37	REST
L9	HEADBUTT	L41	BELLY DRUM
L13	SAND-ATTACK		
L17	ODOR SLEUTH		
L21	MUD SPORT		
L25	PIN MISSILE		

Friend Area • Wild Plains

Somewhat Likely

- Mt. Steel 1F-5F

#264 LINOONE

Type: Normal
Ability: Pickup
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L23	MUD SPORT
L1	GROWL	L29	FURY SWIPES
L1	TAIL WHIP	L35	COVET
L1	HEADBUTT	L41	SLASH
L5	TAIL WHIP	L47	REST
L9	HEADBUTT	L53	BELLY DRUM
L13	SAND-ATTACK		
L17	ODOR SLEUTH		

Friend Area • Wild Plains

Never

- Evolves from Zigzagoon at Level 20

#265 WURMPLE

Type: Bug
Ability: Shield Dust
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	TACKLE
L2	STRING SHOT
L5	POISON STING

Friend Area • Mist-Rise Forest

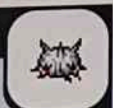
Somewhat Likely

- Joyous Tower 1F-2F
- Evolves randomly into Silcoon or Cascoon at Level 7

WALUMPEL

#266 SILCOON

Type: Bug
Ability: Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HARDEN
L7	HARDEN

Friend Area • Mist-Rise Forest

Very Unlikely

- Evolves from Wurmple at Level 7
- Sinister Woods 4F-6F
- Leader must be Level 90, or Level 50 with Friend Bow

#267 BEAUTIFLY

Type: Bug-Flying
Ability: Swarm
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB	L34	SILVER WIND
L10	ABSORB	L38	GIGA DRAIN
L13	GUST		
L17	STUN SPORE		
L20	MORNING SUN		
L24	MEGA DRAIN		
L27	WHIRLWIND		
L31	ATTRACT		

Friend Area • Mist-Rise Forest

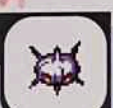
Never

- Evolves from Silcoon at Level 10

PAPINELLA

#268 CASCOON

Type: Bug
Ability: Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	HARDEN
L7	HARDEN

Friend Area • Mist-Rise Forest

Very Unlikely

- Evolves from Wurmple at Level 7
- Sinister Woods 4F-6F; Murky Cave 1F, 2F, 5F, 7F-9F, 11F
- Leader must be Level 90, or Level 50 with Friend Bow

#269 DUSTOX

Type: Bug-Poison
Ability: Shield Dust
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	CONFUSION	L34	SILVER WIND
L10	CONFUSION	L38	TOXIC

Friend Area • Mist-Rise Forest

Never

- Evolves from Cascoon at Level 10

PUDOX

#270 LOTAD

Type: Water-Grass
Ability: Swift Swim/Rain Dish
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	POUNCE
L2	POUNCE
L7	ABSORB
L13	NATURE POWER
L21	MIST
L31	RAIN DANCE
L43	MEGA DRAIN

Friend Area • Tadpole Pond

Somewhat Likely

- Waterfall Pond 1F-3F

LOTURZEL

#271 LOMBRE

Type: Water-Grass
Ability: Swift Swim/Rain Dish
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ASTONISH	L43	UPROAR
L3	GROWL	L49	HYDRO PUMP
L7	ABSORB		
L13	NATURE POWER		
L19	FAKE OUT		
L25	FURY SWIPES		
L31	WATER SPORT		
L37	THIEF		

Friend Area • Tadpole Pond

Very Unlikely

- Evolves from Lotad at Level 14
- Waterfall Pond 13F-16F
- Leader must be Level 90, or Level 50 with Friend Bow

LOMBRERO

#272 LUDICOLO

Type: Water-Grass
Ability: Swift Swim/Rain Dish
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ASTONISH
L1	GROWL
L1	ABSORB
L1	NATURE POWER

Friend Area • Tadpole Pond

Never

- Evolves from Lombre with Water Stone

KAPALORES

#273 SEEDOT

Type: Grass
Ability: Chlorophyll/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BIDE
L3	HARDEN
L7	GROWTH
L13	NATURE POWER
L21	SYNTHESIS
L31	SUNNY DAY
L43	EXPLOSION

Friend Area • Mushroom Forest

Likely

- Uproar Forest 1F-9F, Southern Cavern 1F-9F

SAMURZEL

#274 NUZLEAF

Type: Grass-Dark
Ability: Chlorophyll/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L43	SWAGGER
L3	HARDEN	L49	EXTRASENSORY
L7	GROWTH		
L13	NATURE POWER		
L19	FAKE OUT		
L25	TORMENT		
L31	FAINT ATTACK		
L37	RAZOR WIND		

Friend Area - Mushroom Forest

Very Unlikely

- Evolves from Seedot at Level 14
- Uproar Forest 5F-9F, Makuhi Dojo 3F (Team Shiftry)
- Leader must be Level 90, or Level 50 with Friend Bow

#275 SHIFTRY

Type: Grass-Dark
Ability: Chlorophyll/Early Bird
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND
L1	HARDEN
L1	GROWTH
L1	NATURE POWER

Friend Area - Mushroom Forest

Very Unlikely

- Evolves from Nuzleaf with Leaf Stone
- Western Cave 12F-20F, Buried Relic 68F-74F, Makuhi Dojo 3F (Team Shiftry)
- Leader must be Level 90, or Level 50 with Friend Bow

#276 TAILLOW

Type: Normal-Flying
Ability: Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PECK	L43	AGILITY
L1	GROWL		
L4	FOCUS ENERGY		
L8	QUICK ATTACK		
L13	WING ATTACK		
L19	DOUBLE TEAM		
L26	ENDEAVOR		
L34	AERIAL ACE		

Friend Area - Beau Plains

Somewhat Likely

- Joyous Tower 2F-4F

#277 SWELLOW

Type: Normal-Flying
Ability: Guts
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PECK	L28	ENDEAVOR
L1	GROWL	L38	AERIAL ACE
L1	FOCUS ENERGY	L49	AGILITY
L4	QUICK ATTACK		
L8	FOCUS ENERGY		
L13	QUICK ATTACK		
L19	WING ATTACK		
L19	DOUBLE TEAM		

Friend Area - Beau Plains

Never

- Evolves from Tailow at Level 22

#278 WINGULL

Type: Water-Flying
Ability: Keen Eye
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL
L1	WATER GUN
L7	SUPERSONIC
L13	WING ATTACK
L19	MIST
L25	WING ATTACK
L31	WING ATTACK
L37	WING ATTACK

Friend Area - Shallow Beach

Likely

- Stormy Sea 1F-5F, Silver Trench 1F-5F, Grand Sea 1F-5F,

#279 PELIPPER

Type: Water-Flying
Ability: Keen Eye
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L41	HYPNOSIS
L1	WATER GUN	L46	DREAM EATER
L7	SUPERSONIC		
L13	WING ATTACK		
L19	MIST		
L25	WING ATTACK		
L31	WING ATTACK		
L37	WING ATTACK		

Friend Area - Shallow Beach

Never

- Evolves from Wingull at Level 25

#280 RALTS

Type: Psychic
Ability: Synchronize/Trace
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L41	HYPNOSIS
L6	CONFUSION	L46	DREAM EATER
L11	DOUBLE TEAM		
L16	TELEPORT		
L21	CALM MIND		
L26	PSYCHIC		
L31	IMPRISON		
L36	FUTURE SIGHT		

Friend Area - Sky Blue Plains

Unlikely

- Wish Cave 11F-13F

#281 KIRLIA

Type: Psychic
Ability: Synchronize/Trace
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L21	CALM MIND
L1	CONFUSION	L26	PSYCHIC
L1	DOUBLE TEAM	L33	IMPRISON
L1	TELEPORT	L40	FUTURE SIGHT
L2	MAGICAL LEAF	L47	HYPNOSIS
L6	CONFUSION	L54	DREAM EATER
L11	DOUBLE TEAM		
L16	TELEPORT		

Friend Area - Sky Blue Plains

Very Unlikely

- Evolves from Ralts at Level 20
- Solar Cave 10F-15F
- Leader must be Level 90, or Level 50 with Friend Bow

#282 GARDEVOIR

Type: Psychic
Ability: Synchronize/Trace
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L26	PSYCHIC
L1	CONFUSION	L33	IMPRISON
L1	DOUBLE TEAM	L42	FUTURE SIGHT
L1	TELEPORT	L51	HYPNOSIS
L6	CONFUSION	L60	DREAM EATER
L11	DOUBLE TEAM		
L16	TELEPORT		
L21	CALM MIND		

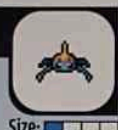
Friend Area - Sky Blue Plains

Never

- Evolves from Kirlia at Level 30
- After you complete Murky Cave for the first time, Gardevoir will join you when you speak to it in Pokémon Square

#283 Surskit

Type: Bug-Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE
L7	QUICK ATTACK
L13	SWEET SCENT
L19	WATER SPORT
L25	BUBBLEBEAM
L31	AGILITY
L37	MIST
L37	HAZE

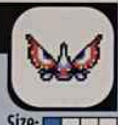
Friend Area • Tadpole Pond

Unlikely

• Waterfall Pond 4F-7F

#284 Masquerain

Type: Bug-Flying
Ability: Intimidate
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	BUBBLE
L1	QUICK ATTACK
L1	SWEET SCENT
L1	WATER SPORT
L7	QUICK ATTACK
L13	SWEET SCENT
L19	WATER SPORT
L26	GUST

L33	SCARY FACE
L40	STUN SPORE
L47	SILVER WIND
L53	WHIRLWIND

Friend Area • Tadpole Pond

Never

• Evolves from Surskit at Level 22

#285 Shroomish

Type: Grass
Ability: Effect Spore
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB
L4	TACKLE
L7	STUN SPORE
L10	LEECH SEED
L16	MEGA DRAIN
L22	HEADBUTT
L28	POISONPOWDER
L36	GROWTH

L45	GIGA DRAIN
L54	SPORE

Friend Area • Mushroom Forest

Somewhat Likely

• Sinister Woods 6F-12F, Joyous Tower 21F-25F

#286 Breloom

Type: Grass-Fighting
Ability: Effect Spore
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	ABSORB
L1	TACKLE
L1	STUN SPORE
L1	LEECH SEED
L4	TACKLE
L7	STUN SPORE
L10	LEECH SEED
L16	MEGA DRAIN

L22	HEADBUTT
L23	MACH PUNCH
L28	COUNTER
L36	SKY UPPERCUT
L45	MIND READER
L54	DYNAMICPUNCH

Friend Area • Mushroom Forest

Never

• Evolves from Shroomish at Level 23

#287 Slakoth

Type: Normal
Ability: Truant
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	YAWN
L7	ENCORE
L13	SLACK OFF
L19	FAINT ATTACK
L25	AMNESIA

L43	FLAIL
-----	-------

Friend Area • Energetic Forest

Likely

• Sinister Woods 10F-12F, Joyous Tower 18F-20F

#288 Vigoroth

Type: Normal
Ability: Vital Spirit
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	YAWN
L7	ENCORE
L13	SLACK OFF
L19	FAINT ATTACK
L25	ENDURE

L43	FLAIL
L43	FLAIL

Friend Area • Energetic Forest

Very Unlikely

• Evolves from Slakoth at Level 18
• Mt. Freeze 7F-11F, Mt. Faraway 10F-19F
• Leader must be Level 90, or Level 50 with Friend Bow

#289 Slaking

Type: Normal
Ability: Truant
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	YAWN
L1	ENCORE
L1	SLACK OFF
L7	ENCORE
L13	SLACK OFF
L19	FAINT ATTACK
L25	AMNESIA

L31	COVET
L36	SWAGGER
L37	COUNTER
L43	FLAIL

Friend Area • Energetic Forest

Never

• Evolves from Vigoroth at Level 36

#290 Nincada

Type: Bug-Ground
Ability: Compoundeyes
Terrain Ability: Ground



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	HARDEN
L5	LEECH LIFE
L9	SAND-ATTACK
L14	FURY SWIPES
L19	MIND READER
L25	FALSE SWIPE
L31	MUD-SLAP

L38	METAL CLAW
L45	DIG

Friend Area • Secretive Forest

Somewhat Likely

• Lapis Cave 1F-4F, Wish Cave 44F-49F, Joyous Tower 45F-49F

#291 Ninjask

Type: Bug-Flying
Ability: Speed Boost
Terrain Ability: Float



Size:

HP	▶▶▶▶
Attack	▶▶▶▶
Defense	▶▶▶▶
Special Attack	▶▶▶▶
Special Defense	▶▶▶▶

Level-Up Moves

L1	SCRATCH
L1	HARDEN
L1	LEECH LIFE
L1	SAND-ATTACK
L5	LEECH LIFE
L9	SAND-ATTACK
L14	FURY SWIPES
L19	MIND READER

L20	DOUBLE TEAM
L20	FURY CUTTER
L25	SCREECH
L25	SWORDS DANCE
L31	SLASH
L38	AGILITY
L45	BATON PASS

Friend Area • Secretive Forest

Never

• Evolves from Nincada at Level 20

#292 SHEDINJA

Type: Bug-Ghost
Ability: Wonder Guard
Terrain Ability: Pass Through



Size:

HP	▷▷▷▷▷
Attack	▷▷▷▷▷
Defense	▷▷▷▷▷
Special Attack	▷▷▷▷▷
Special Defense	▷▷▷▷▷

Level-Up Moves

L1	SCRATCH	L38	SHADOW BALL
L1	HARDEN	L45	GRUDGE
L5	LEECH LIFE		
L9	SAND-ATTACK		
L14	FURY SWIPES		
L19	MIND READER		
L25	SPITE		
L31	CONFUSE RAY		

Friend Area • Secretive Forest

Never

- Evolves from Nincada at Level 20 if the Cryptic Forest Friend Area is not full



#293 WHISMUR

Type: Normal
Ability: Soundproof
Terrain Ability: Ground



Size:

HP	▷▷▷▷▷
Attack	▷▷▷▷▷
Defense	▷▷▷▷▷
Special Attack	▷▷▷▷▷
Special Defense	▷▷▷▷▷

Level-Up Moves

L1	POUND	L41	REST
L5	UPROAR	L41	SLEEP TALK
L11	ASTONISH	L45	HYPER VOICE
L15	HOWL		
L21	SUPERSONIC		
L25	STOMP		
L31	SCREECH		
L35	ROAR		

Friend Area • Echo Cave

Somewhat Likely

- Howling Forest 1F-8F, Buried Relic 4F-7F



#294 LOUDRED

Type: Normal
Ability: Soundproof
Terrain Ability: Ground



Size:

HP	▷▷▷▷▷
Attack	▷▷▷▷▷
Defense	▷▷▷▷▷
Special Attack	▷▷▷▷▷
Special Defense	▷▷▷▷▷

Level-Up Moves

L1	POUND	L29	STOMP
L5	UPROAR	L37	SCREECH
L11	ASTONISH	L43	ROAR
L15	HOWL	L51	REST
L21	UPROAR	L51	SLEEP TALK
L25	ASTONISH	L57	HYPER VOICE
L31	HOWL		
L35	SUPERSONIC		

Friend Area • Echo Cave

Very Unlikely

- Evolves from Whismur at Level 20
- Howling Forest 9F-14F
- Leader must be Level 90, or Level 50 with Friend Bow



#295 EXPLOUD

Type: Normal
Ability: Soundproof
Terrain Ability: Ground



Size:

HP	▷▷▷▷▷
Attack	▷▷▷▷▷
Defense	▷▷▷▷▷
Special Attack	▷▷▷▷▷
Special Defense	▷▷▷▷▷

Level-Up Moves

L1	POUND	L29	STOMP
L5	UPROAR	L37	SCREECH
L11	ASTONISH	L40	HYPER BEAM
L15	HOWL	L45	ROAR
L21	UPROAR	L55	REST
L25	ASTONISH	L55	SLEEP TALK
L31	HOWL	L63	HYPER VOICE
L35	SUPERSONIC		

Friend Area • Echo Cave

Never

- Evolves from Loudred at Level 40



#296 MAKUHITA

Type: Fighting
Ability: Thick Fat/Guts
Terrain Ability: Ground



Size:

HP	▷▷▷▷▷
Attack	▷▷▷▷▷
Defense	▷▷▷▷▷
Special Attack	▷▷▷▷▷
Special Defense	▷▷▷▷▷

Level-Up Moves

L1	TACKLE	L31	SMELLINGSALT
L5	POUND	L37	BELLY DRUM
L11	ARM THRU	L44	ENDURE
L15	ARM THRU	L51	SEISMIC TOSS
L21	VITAL THROW	L55	REVERSAL
L25	FAKE OUT		

Friend Area • Mt. Discipline

Likely

- Buried Relic 30F-34F



#297 HARIYAMA

Type: Fighting
Ability: Thick Fat/Guts
Terrain Ability: Ground



Size:

HP	▷▷▷▷▷
Attack	▷▷▷▷▷
Defense	▷▷▷▷▷
Special Attack	▷▷▷▷▷
Special Defense	▷▷▷▷▷

Level-Up Moves

L1	POUND	L29	SMELLINGSALT
L5	UPROAR	L37	BELLY DRUM
L11	ASTONISH	L40	ENDURE
L15	HOWL	L44	SEISMIC TOSS
L21	UPROAR	L55	REVERSAL
L25	ASTONISH		

Friend Area • Mt. Discipline

Never

- Evolves from Makuhita at Level 24



#298 AZURILL

Type: Normal
Ability: Thick Fat/Huge Power
Terrain Ability: Water



Size:

HP	▷▷▷▷▷
Attack	▷▷▷▷▷
Defense	▷▷▷▷▷
Special Attack	▷▷▷▷▷
Special Defense	▷▷▷▷▷

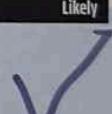
Level-Up Moves

L1	SPLASH
L3	CHARM
L6	TAIL WHIP
L10	BUBBLE
L15	SLAM
L21	WATER GUN

Friend Area • Turtleshell Pond

Likely

- Frosty Forest 1F-3F, Howling Forest 1F-4F



#299 NOSEPASS

Type: Rock
Ability: Sturdy/Magnet Pull
Terrain Ability: Ground



Size:

HP	▷▷▷▷▷
Attack	▷▷▷▷▷
Defense	▷▷▷▷▷
Special Attack	▷▷▷▷▷
Special Defense	▷▷▷▷▷

Level-Up Moves

L1	TACKLE	L43	ZAP CANNON
L7	HARDEN	L46	LOCK-ON
L13	ROCK THROW		
L16	BLOCK		
L22	THUNDER WAVE		
L28	ROCK SLIDE		
L31	SANDSTORM		
L37	REST		

Friend Area • Echo Cave

Somewhat Likely

- Frosty Forest 3F-6F, Desert Region 1F-6F



#300 SKITTY

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▷▷▷▷▷
Attack	▷▷▷▷▷
Defense	▷▷▷▷▷
Special Attack	▷▷▷▷▷
Special Defense	▷▷▷▷▷

Level-Up Moves

L1	GROWL	L27	FAINT ATTACK
L7	TACKLE	L31	COVET
L13	TAIL WHIP	L37	HEAL BELL
L17	ATTRACT	L39	DOUBLE-EDGE
L23	SING		
L25	DOUBLES LAP		
L29	ASSIST		
L35	CHARM		

Friend Area • Energetic Forest

Somewhat Likely

- Potential hero Pokémon
- Joyous Tower 24F-28F



#301 DELCATTY

Type: Normal
Ability: Cute Charm
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL
L1	ATTRACT
L1	SING
L1	DOUBLES LAP

Friend Area • Energetic Forest

Never

- Evolves from Skitty with Moon Stone

#302 SABLEYE

Type: Dark-Ghost
Ability: Keen Eye
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER	L29	FAINT ATTACK
L1	SCRATCH	L33	KNOCK OFF
L5	FORESIGHT	L37	CONFUSE RAY
L9	NIGHT SHADE	L41	SHADOW BALL
L13	ASTONISH	L45	MEAN LOOK
L17	FURY SWIPES		
L21	FAKE OUT		
L25	DETECT		

Friend Area • Darkness Ridge

Somewhat Likely

- Darknight Relic 1F-15F

#303 MAWILE

Type: Steel
Ability: Hyper Cutter/Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ASTONISH	L41	IRON DEFENSE
L6	FAKE TEARS	L46	STOCKPILE
L11	BITE	L46	SWALLOW
L16	SWEET SCENT	L46	SPIT UP
L21	VICEGRIP		
L26	FAINT ATTACK		
L31	BATON PASS		
L36	CRUNCH		

Friend Area • Echo Cave

Somewhat Likely

- Magma Cavern 8F-12F, Buried Relic 68F-90F

#304 ARON

Type: Steel-Rock
Ability: Sturdy/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L29	IRON TAIL
L4	HARDEN	L34	PROTECT
L7	MUD-SLAP	L39	METAL SOUND
L10	HEADBUTT	L44	DOUBLE-EDGE
L13	METAL CLAW		
L17	IRON DEFENSE		
L21	ROAR		
L25	TAKE DOWN		

Friend Area • Mt. Cleft

Somewhat Likely

- Mt. Steel 1F-8F; Buried Relic 14F, 16F-19F; Wish Cave 7F-10F

#305 LAIRON

Type: Steel-Rock
Ability: Sturdy/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L29	IRON TAIL
L4	HARDEN	L34	PROTECT
L7	MUD-SLAP	L39	METAL SOUND
L10	HEADBUTT	L44	DOUBLE-EDGE
L13	METAL CLAW		
L17	IRON DEFENSE		
L21	ROAR		
L25	TAKE DOWN		

Friend Area • Mt. Cleft

Very Unlikely

- Evolves from Aron at Level 32
- Frosty Forest 7F-9F, Wish Cave 62F-64F, Joyous Tower 60F-62F
- Leader must be Level 90, or Level 50 with Friend Bow

#306 AGGRON

Type: Steel-Rock
Ability: Sturdy/Rock Head
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L17	IRON DEFENSE
L4	HARDEN	L21	ROAR
L7	MUD-SLAP	L25	TAKE DOWN
L10	HEADBUTT	L29	IRON TAIL
L13	METAL CLAW	L37	PROTECT
L17	IRON DEFENSE	L50	METAL SOUND
L21	ROAR	L63	DOUBLE-EDGE

Friend Area • Mt. Cleft

Never

- Evolves from Lairon at Level 42

#307 MEDITATE

Type: Fighting-Psychic
Ability: Pure Power
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BIDE	L33	HI JUMP KICK
L4	MEDITATE	L36	PSYCH UP
L9	CONFUSION	L41	REVERSAL
L12	DETECT	L44	RECOVER
L17	HIDDEN POWER		
L20	SWAGGER		
L25	MIND READER		
L28	CALM MIND		

Friend Area • Mt. Discipline

Somewhat Likely

- Mt. Steel 5F-8F, Buried Relic 17F-22F, Wish Cave 11F-14F, Solar Cave 4F-8F

#308 MEDICHAM

Type: Fighting-Psychic
Ability: Pure Power
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	FIRE PUNCH	L12	DETECT
L4	THUNDERPUNCH	L17	HIDDEN POWER
L7	BIDE	L20	SWAGGER
L9	CONFUSION	L25	MIND READER
L12	DETECT	L28	CALM MIND
L17	ICE PUNCH	L33	HI JUMP KICK
L20	MEDITATE	L36	PSYCH UP
L25	CONFUSION	L47	REVERSAL
L28	RECOVER	L56	RECOVER

Friend Area • Mt. Discipline

Never

- Evolves from Meditate at Level 37

#309 ELECTRIKE

Type: Electric
Ability: Static/Lightningrod
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	BITE
L4	THUNDER WAVE	L36	THUNDER
L7	LEER	L41	CHARGE
L9	HOWL		
L12	QUICK ATTACK		
L17	SPARK		
L20	ODOR SLEUTH		
L25	ROAR		
L28			

Friend Area • Thunder Meadow

Somewhat Likely

- Mt. Thunder 1F-4F, Lightning Field 1F-6F, Wish Cave 26F-33F

#310 MANECTRIC

Type: Electric
Ability: Static/Lightningrod
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L20	SPARK
L1	THUNDER WAVE	L25	ODOR SLEUTH
L1	LEER	L31	ROAR
L1	HOWL	L39	BITE
L4	THUNDER WAVE	L45	THUNDER
L9	LEER	L53	CHARGE
L17	HOWL		
L17	QUICK ATTACK		

Friend Area • Thunder Meadow

Never

- Evolves from Electrike at Level 26



#311 PLUSLE

Type: Electric
Ability: Plus
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L37	THUNDER
L4	THUNDER WAVE	L40	BATON PASS
L10	QUICK ATTACK	L47	AGILITY
L13	HELPING HAND		
L19	SPARK		
L22	ENCORE		
L28	FAKE TEARS		
L31	CHARGE		

Friend Area • Thunder Meadow

Likely

- Thunderwave Cave 4F, 5F; Lightning Field 7F-19F; Joyous Tower 5F-8F
- Appears in Red Rescue Team only



#312 MINUN

Type: Electric
Ability: Minus
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L37	THUNDER
L4	THUNDER WAVE	L40	BATON PASS
L10	QUICK ATTACK	L47	AGILITY
L13	HELPING HAND		
L19	SPARK		
L22	ENCORE		
L28	CHARM		
L31	CHARGE		

Friend Area • Thunder Meadow

Likely

- Thunderwave cave 4F, 5F; Lightning Field 7F-19F; Joyous Tower 5F-8F
- Appears in Blue Rescue Team only



#313 VOLBEAT

Type: Bug
Ability: Illuminate/Swarm
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	HELPING HAND
L5	CONFUSE RAY	L37	DOUBLE-EDGE
L9	DOUBLE TEAM		
L13	MOONLIGHT		
L17	QUICK ATTACK		
L21	TAIL GLOW		
L25	SIGNAL BEAM		
L29	PROTECT		

Friend Area • Rub-a-Dub River

Somewhat Likely

- Northwind Field 1F-6F



#314 ILLUMISE

Type: Bug
Ability: Oblivious
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	HELPING HAND
L5	SWEET SCENT	L37	COVERT
L9	CHARM		
L13	MOONLIGHT		
L17	QUICK ATTACK		
L21	WISH		
L25	ENCORE		
L29	PROTECT		

Friend Area • Rub-a-Dub River

Somewhat Likely

- Lapis Cave 5F-8F, Wish Cave 47F-52F



#315 ROSELIA

Type: Grass-Poison
Ability: Natural Cure/Poison Point
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L33	HELPING HAND
L5	SWEET SCENT	L37	COVERT
L9	CHARM		
L13	MOONLIGHT		
L17	QUICK ATTACK		
L21	WISH		
L25	ENCORE		
L29	PROTECT		

Friend Area • Beau Plains

Somewhat Likely

- Uproar Forest 4F-7F
- Appears in Red Rescue Team only



#316 GULPIN

Type: Poison
Ability: Liquid Ooze/Sticky Hold
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L34	SPIT UP
L6	YAWN	L34	SWALLOW
L9	POISON GAS	L39	SLUDGE BOMB
L14	SLUDGE		
L17	AMNESIA		
L23	ENCORE		
L28	TOXIC		
L34	STOCKPILE		

Friend Area • Poison Swamp

Somewhat Likely

- Buried Relic 14F, 16F-19F



#317 SWALOT

Type: Poison
Ability: Liquid Ooze/Sticky Hold
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POUND	L23	ENCORE
L1	YAWN	L26	BODY SLAM
L1	POISON GAS	L31	TOXIC
L1	SLUDGE	L40	STOCKPILE
L6	YAWN	L40	SPIT UP
L9	POISON GAS	L40	SWALLOW
L14	SLUDGE	L48	SLUDGE BOMB
L17	AMNESIA		

Friend Area • Poison Swamp

Never

- Evolves from Gulpin at Level 26



#318 CARVANHA

Type: Water-Dark
Ability: Rough Skin
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER	L37	SWAGGER
L1	BITE	L43	AGILITY
L7	RAGE		
L13	FOCUS ENERGY		
L16	SCARY FACE		
L22	CRUNCH		
L28	SCREECH		
L31	TAKE DOWN		

Friend Area • Treasure Sea

Somewhat Likely

- Stormy Sea 35F-39F, Silver Trench 30F-39F, Far-off Sea 30F-39F



#319 SHARPEDO

Type: Water-Dark
Ability: Rough Skin
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER	L28	SCREECH
L1	BITE	L33	SLASH
L10	RAGE	L38	TAUNT
L1	FOCUS ENERGY	L43	SWAGGER
L7	RAGE	L48	SKULL BASH
L13	FOCUS ENERGY	L53	AGILITY
L16	SCARY FACE		
L22	CRUNCH		

Friend Area • Treasure Sea

Never

- Evolves from Carvanha at Level 30

#320 WAILMER

Type: Water
Ability: Water Veil/Oblivious
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SPLASH	L37	REST
L5	GROWL	L41	WATER SPOUT
L10	WATER GUN	L46	AMNESIA
L14	ROLLOUT	L50	HYDRO PUMP
L19	WHIRLPOOL		
L23	ASTONISH		
L28	WATER PULSE		
L32	MIST		

Friend Area • Serene Sea

Somewhat Likely

- Silver Trench 41F-50F, Far-off Sea 41F-50F

#321 WAILORD

Type: Water
Ability: Water Veil/Oblivious
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SPLASH	L23	ASTONISH
L1	GROWL	L28	WATER PULSE
L1	WATER GUN	L32	MIST
L1	ROLLOUT	L37	REST
L5	GROWL	L44	WATER SPOUT
L10	WATER GUN	L52	AMNESIA
L14	ROLLOUT	L59	HYDRO PUMP
L19	WHIRLPOOL		

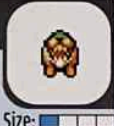
Friend Area • Serene Sea

Never

- Evolves from Wailmer at Level 40

#322 NUMEL

Type: Fire-Ground
Ability: Oblivious
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L41	FLAMETHROWER
L1	TACKLE	L49	DOUBLE-EDGE
L11	EMBER		
L19	MAGNITUDE		
L25	FOCUS ENERGY		
L29	TAKE DOWN		
L31	AMNESIA		
L35	EARTHQUAKE		

Friend Area • Crater

Somewhat Likely

- Mt. Blaze 1F-6F, Fiery Field 1F-4F, Wish Cave 53F-56F

#323 CAMERUPT

Type: Fire-Ground
Ability: Magma Armor
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	GROWL	L31	AMNESIA
L1	TACKLE	L35	ROCK SLIDE
L1	EMBER	L39	EARTHQUAKE
L1	FOCUS ENERGY	L43	ERUPTION
L1	TAKE DOWN	L47	FLARE
L1	TAKE DOWN	L51	FLARE
L1	TAKE DOWN	L55	FLARE
L1	TAKE DOWN	L59	FLARE

Friend Area • Crater

Never

- Evolves from Numel at Level 33

#324 TORKOAL

Type: Fire
Ability: White Smoke
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	EMBER	L35	IRON DEFENSE
L4	SMOKE SCREEN	L40	AMNESIA
L7	SMOKE SCREEN	L43	FLAIL
L14	SMOKE SCREEN	L46	HEAT WAVE
L17	FIRE SPIN		
L20	BODY SLAM		
L27	PROTECT		
L30	FLAMETHROWER		

Friend Area • Crater

Somewhat Likely

- Mt. Blaze 7F-12F, Fiery Field 9F-14F, Wish Cave 57F-59F, Joyous Tower 57F-59F

#325 SPOINK

Type: Psychic
Ability: Thick Fat/Own Tempo
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SPLASH	L37	REST
L7	PSYWAVE	L37	SNORE
L10	ODOR SLEUTH	L43	BOUNCE
L16	PSYBEAM		
L19	PSYCH UP		
L25	CONFUSE RAY		
L28	MAGIC COAT		
L34	PSYCHIC		

Friend Area • Mt. Deepgreen

Somewhat Likely

- Howling Forest 1F-8F, Solar Cave 1F-5F

#326 GRUMPIG

Type: Psychic
Ability: Thick Fat/Own Tempo
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SPLASH	L25	CONFUSE RAY
L1	PSYWAVE	L28	MAGIC COAT
L1	ODOR SLEUTH	L37	PSYCHIC
L1	PSYBEAM	L43	REST
L7	PSYWAVE	L43	SNORE
L10	ODOR SLEUTH	L55	BOUNCE
L16	PSYBEAM		
L19	PSYCH UP		

Friend Area • Mt. Deepgreen

Never

- Evolves from Spook at Level 32

#327 SPINDA

Type: Normal
Ability: Own Tempo
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L45	DOUBLE-EDGE
L5	UPROAR	L49	FLAIL
L12	FAINT ATTACK	L56	THRASH
L16	PSYBEAM		
L23	HYPNOSIS		
L27	DIZZY PUNCH		
L34	TEETER DANCE		
L38	PSYCH UP		

Friend Area • Mt. Deepgreen

Somewhat Likely

- Joyous Tower 5F-7F

#328 TRAPINCH

Type: Ground
Ability: Hyper Cutter/Arena Trap
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BITE
L9	SAND-ATTACK
L17	FAINT ATTACK
L25	SAND TOMB
L33	CRUNCH
L41	DIG
L49	SANDSTORM
L57	HYPER BEAM

Friend Area • Furnace Desert

Somewhat Likely

- Silent Chasm 6F-9F, Wish Cave 21F-28F, Desert Region 1F-11F, Joyous Tower 21F-24F

VIBRAVA

#329 VIBRAVA

Type: Ground-Dragon
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BITE	L35	DRAGONBREATH
L1	SAND-ATTACK	L41	SCREECH
L1	FAINT ATTACK	L49	SANDSTORM
L1	SAND TOMB	L57	HYPER BEAM
L9	SAND-ATTACK		
L17	FAINT ATTACK		
L25	SAND TOMB		
L33	CRUNCH		

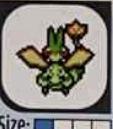
Friend Area • Furnace Desert

Very Unlikely

- Evolves from Trapinch at Level 35
- Southern Cavern 12F-20F, Wyvern Hill 10F-16F
- Leader must be Level 90, or Level 50 with Friend Bow

#330 FLYGON

Type: Ground-Dragon
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BITE	L35	DRAGONBREATH
L1	SAND-ATTACK	L41	SCREECH
L1	FAINT ATTACK	L49	SANDSTORM
L1	SAND TOMB	L65	HYPER BEAM
L9	SAND-ATTACK		
L17	FAINT ATTACK		
L25	SAND TOMB		
L33	CRUNCH		

Friend Area • Furnace Desert

Never

- Evolves from Vibrava at Level 45

#331 CACNEA

Type: Grass
Ability: Sand Veil
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POISON STING	L29	FAINT ATTACK
L1	LEER	L33	SPIKES
L5	ABSORB	L37	NEEDLE ARM
L9	GROWTH	L41	COTTON SPORE
L13	LEECH SEED	L45	SANDSTORM
L17	SAND-ATTACK	L49	DESTINY BOND
L21	PIN MISSILE		
L25	INGRAIN		

Friend Area • Furnace Desert

Somewhat Likely

- Mt. Thunder 1F-4F, Joyous Tower 33F-36F

#332 CACTURNE

Type: Grass-Dark
Ability: Sand Veil
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POISON STING	L21	PIN MISSILE
L1	LEER	L25	INGRAIN
L1	ABSORB	L29	FAINT ATTACK
L1	GROWTH	L35	SPIKES
L5	REVENGE	L41	NEEDLE ARM
L9	ABSORB	L47	COTTON SPORE
L13	GROWTH	L53	SANDSTORM
L17	LEECH SEED	L59	DESTINY BOND

Friend Area • Furnace Desert

Never

- Evolves from Cacnea at Level 32

#333 SWABLU

Type: Normal-Flying
Ability: Natural Cure
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POISON STING	L21	PIN MISSILE
L1	LEER	L25	INGRAIN
L1	ABSORB	L29	FAINT ATTACK
L1	GROWTH	L35	SPIKES
L5	REVENGE	L41	NEEDLE ARM
L9	ABSORB	L47	COTTON SPORE
L13	GROWTH	L53	SANDSTORM
L17	LEECH SEED	L59	DESTINY BOND

Friend Area • Flyaway Forest

Somewhat Likely

- Mt. Freeze 1F-6F, Pitfall Valley 7F-12F, Joyous Tower 53F-59F

#334 ALTARIA

Type: Dragon-Flying
Ability: Natural Cure
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PECK	L28	MIST
L1	GROWL	L31	TAKE DOWN
L1	ASTONISH	L35	DRAGONBREATH
L1	SING	L40	DRAGON DANCE
L8	ASTONISH	L45	REFRESH
L11	SING	L54	PERISH SONG
L18	FURY ATTACK	L59	SKY ATTACK
L21	SAFEGUARD		

Friend Area • Flyaway Forest

Never

- Evolves from Swablu at Level 35

#335 ZANGOOSE

Type: Normal
Ability: Immunity
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L37	TAUNT
L4	LEER	L46	DETECT
L7	QUICK ATTACK	L55	FALSE SWIPE
L10	SWORDS DANCE		
L13	FURY CUTTER		
L19	SLASH		
L25	PURSUIT		
L31	CRUSH CLAW		

Friend Area • Wild Plains

Somewhat Likely

- Mt. Freeze 7F-12F, Wish Cave 65F-71F

#336 SEVIPER

Type: Poison
Ability: Shed Skin
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WRAP	L37	SWAGGER
L7	LICK	L43	HAZE
L10	BITE		
L16	POISON TAIL		
L19	SCREECH		
L25	GLARE		
L28	CRUNCH		
L34	POISON FANG		

Friend Area • Wild Plains

Somewhat Likely

- Mt. Freeze 13F-15F, Northern Range 20F-24F, Murky Cave 1F-5F, Joyous Tower 62F-69F

#337 LUNATONE

Type: Rock-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L43	FUTURE SIGHT
L1	HARDEN	L49	EXPLOSION
L7	CONFUSION		
L13	ROCK THROW		
L19	HYPNOSIS		
L25	PSYWAVE		
L31	COSMIC POWER		
L37	PSYCHIC		

Friend Area - Mt. Moonview

Somewhat Likely

• Sky Tower 1F-11F; Mt. Faraway 1F-5F; Solar Cave 8F, 9F, 11F, 12F; Joyous Tower 80F-87F

#338 SOLROCK

Type: Rock-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L43	SOLARBEAM
L1	HARDEN	L49	EXPLOSION
L7	CONFUSION		
L13	ROCK THROW		
L19	FIRE SPIN		
L25	PSYWAVE		
L31	COSMIC POWER		
L37	ROCK SLIDE		

Friend Area - Mt. Moonview

Somewhat Likely

• Sky Tower 12F-20F; Mt. Faraway 6F-11F; Wish Cave 86F-89F

#339 BARBOACH

Type: Water-Ground
Ability: Oblivious
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	MUD-SLAP	L31	EARTHQUAKE
L6	MUD SPORT	L36	FUTURE SIGHT
L11	WATER GUN	L41	FISSURE
L16	MAGNITUDE		
L21	AMNESIA		
L26	REST		
L26	SNORE		

Friend Area - Peanut Swamp

Somewhat Likely

• Waterfall Pond 1F-5F

#340 WHISCASH

Type: Water-Ground
Ability: Oblivious
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TICKLE	L21	AMNESIA
L1	MUD-SLAP	L26	REST
L1	MUD SPORT	L26	SNORE
L1	WATER SPORT	L36	EARTHQUAKE
L6	MUD SPORT	L46	FUTURE SIGHT
L6	WATER SPORT	L56	FISSURE
L11	WATER GUN		
L16	MAGNITUDE		

Friend Area - Peanut Swamp

Never

• Evolves from Barboach at Level 30

#341 CORPHISH

Type: Water
Ability: Hyper Cutter/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BUBBLE	L34	CRABHAMMER
L7	HARDEN	L37	SWORDS DANCE
L10	VICEGRIP	L43	CRUNCH
L13	LEER	L46	GUILLOTINE
L19	BUBBLEBEAM		
L22	PROJECT		
L25	KNIFE OF		
L31	TAU		

Friend Area - Turtlesell Pond

Somewhat Likely

• Waterfall Pond 6F-12F

#342 CRAWDAUNT

Type: Water-Dark
Ability: Hyper Cutter/Shell Armor
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BUBBLE	L34	CRABHAMMER
L7	HARDEN	L37	SWORDS DANCE
L10	VICEGRIP	L43	CRUNCH
L13	LEER	L46	GUILLOTINE
L19	BUBBLEBEAM		
L22	PROJECT		
L25	KNIFE OF		
L31	TAU		

Friend Area - Turtlesell Pond

Never

• Evolves from Corphish at Level 30

#343 BALTOY

Type: Ground-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	CONFUSION	L31	SANDSTORM
L3	HARDEN	L37	COSMIC POWER
L5	RAPID SPIN	L45	EXPLOSION
L7	MUD-SLAP		
L11	PSYBEAM		
L15	ROCK TOMB		
L19	SELFDESTRUCT		
L25	ANCIENTPOWER		

Friend Area - Ancient Relic

Somewhat Likely

• Mt. Steel 1F-4F; Wish Cave 11F-14F; Desert Region 12F-20F; Southern Cavern 12F-22F

#344 CLAYDOL

Type: Ground-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TELEPORT	L15	ROCK TOMB
L1	CONFUSION	L19	SELFDESTRUCT
L1	HARDEN	L25	ANCIENTPOWER
L1	RAPID SPIN	L31	SANDSTORM
L3	HARDEN	L36	HYPER BEAM
L5	RAPID SPIN	L42	COSMIC POWER
L7	MUD-SLAP	L55	EXPLOSION
L11	PSYBEAM		

Friend Area - Ancient Relic

Never

• Evolves from Baltoy at Level 36

#345 LILEEP

Type: Rock-Grass
Ability: Suction Cups
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ASTONISH	L50	SPIT UP
L8	CONSTRUCT	L50	SWALLOW
L15	ACID		
L22	INGRAIN		
L29	CONFUSE RAY		
L36	AMNESIA		
L43	ANCIENTPOWER		
L50	STOCKPILE		

Friend Area - Deep-Sea Floor

Somewhat Likely

• Silver Trench 80F-89F

#346 CRADILY

Type: Rock-Grass
Ability: Suction Cups
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ASTONISH	L36	AMNESIA
L1	CONSTRUCT	L48	ANCIENTPOWER
L1	ACID	L60	STOCKPILE
L1	INGRAIN	L60	SPIT UP
L8	CONSTRUCT	L60	SWALLOW
L15	ACID		
L22	INGRAIN		
L29	CONFUSE RAY		

Friend Area • Deep-Sea Floor

Very Unlikely

- Evolves from Lileep at Level 40
- Silver Trench 90F-98F, Makuhita Dojo 3F (Team Constrictor)
- Leader must be Level 90 with Friend Bow

#347 ANORITH

Type: Rock-Bug
Ability: Battle Armor
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L49	SLASH
L7	HARDEN	L55	ROCK BLAST
L19	MUD SPORT		
L25	METAL CLAW		
L31	PROTECT		
L37	ANCIENTPOWER		
L43	FURY CUTTER		

Friend Area • Treasure Sea

Somewhat Likely

- Stormy Sea 9F-17F, Silver Trench 14F-23F, Grand Sea 14F-23F, Far-off Sea 14F-23F

#348 ARMALDO

Type: Rock-Bug
Ability: Battle Armor
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L31	PROTECT
L7	HARDEN	L37	ANCIENTPOWER
L1	MUD SPORT	L46	FURY CUTTER
L1	WATER GUN	L55	SLASH
L7	HARDEN	L64	ROCK BLAST
L13	MUD SPORT		
L18	WATER GUN		
L25	METAL CLAW		

Friend Area • Treasure Sea

Never

- Evolves from Anorith at Level 40

#349 FEEBAS

Type: Water
Ability: Swift Swim
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SPLASH		
L15	TACKLE		
L30	FLAIL		

Friend Area • Waterfall Lake

Somewhat Likely

- Waterfall Pond 16F-19F
- Appears in Red Rescue Team only

#350 MILOTIC

Type: Water
Ability: Marvel Scale
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER GUN	L30	HYDRO PUMP
L5	WRAP	L45	ATTRACT
L10	WATER SPORT	L50	FASTERHARD
L15	REFRESH		
L20	WATER GUN		
L25	WATER GUN		
L30	WATER GUN		

Friend Area • Waterfall Lake

Never

- Evolves from Feebas with Beauty Scarf

#351 CASTFORM

Type: Normal
Ability: Forecaste
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TAKE DOWN		
L10	TAKE DOWN		
L20	TAKE DOWN		
L30	TAKE DOWN		
L40	TAKE DOWN		
L50	TAKE DOWN		
L60	TAKE DOWN		
L70	TAKE DOWN		
L80	TAKE DOWN		
L90	TAKE DOWN		

Friend Area • Thunder Meadow

Somewhat Likely

- Mt. Faraway 20F-29F

#352 KECLEON

Type: Normal
Ability: Color Change
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	THIEF	L17	PSYBEAM
L1	TAIL WHIP	L24	SCREECH
L1	ASTONISH	L31	SLASH
L1	LICK	L40	SUBSTITUTE
L2	SCRATCH	L49	ANCIENTPOWER
L4	BIND		
L7	FAINT ATTACK		
L12	FURY SWIPES		

Friend Area • Overgrown Forest

Very Unlikely

- Remove an item from a Kecleon Shop in a dungeon to force Kecleon to attack
- Leader must be Level 90 with Friend Bow

#353 SHUPPET

Type: Ghost
Ability: Insomnia
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	KNOCK OFF	L49	SNATCH
L8	SCREECH	L56	GRUDGE
L13	NIGHT SHADE		
L20	CURSE		
L25	SPIKE		
L32	WILL-O-WISP		
L37	FAINT ATTACK		
L44	SHADOW BALL		

Friend Area • Darkness Ridge

Somewhat Likely

- Sky Tower 1F-6F, Wish Cave 81F-84F, Murky Cave 10F-14F, Darknight Relic 1F-5F, Joyous Tower 70F-75F

#354 BANETTE

Type: Ghost
Ability: Insomnia
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	KNOCK OFF	L32	WILL-O-WISP
L1	SCREECH	L39	FAINT ATTACK
L1	NIGHT SHADE	L48	SHADOW BALL
L1	CURSE	L55	SNATCH
L8	SCREECH	L64	GRUDGE
L13	NIGHT SHADE		
L20	CURSE		
L25	SPIKE		

Friend Area • Darkness Ridge

Never

- Evolves from Shuppet at Level 37

#355 DUSKULL

Type: Ghost
Ability: Levitate
Terrain Ability: Pass Through



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER	L38	WILL-O-WISP
L1	NIGHT SHADE	L45	MEAN LOOK
L5	DISABLE	L49	FUTURE SIGHT
L12	FORESIGHT		
L16	ASTONISH		
L23	CONFUSE RAY		
L27	PURSUIT		
L34	CURSE		

Friend Area • Darkness Ridge

Somewhat Likely

• Sky Tower 7F-14F, Darknight Relic 11F-15F

#356 DUSCLOPS

Type: Ghost
Ability: Pressure
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	BIND	L27	PURSUIT
L1	LEER	L34	CURSE
L1	NIGHT SHADE	L37	SHADOW PUNCH
L1	DISABLE	L41	WILL-O-WISP
L5	DISABLE	L51	MEAN LOOK
L12	FORESIGHT	L58	FUTURE SIGHT
L16	ASTONISH		
L23	CONFUSE RAY		

Friend Area • Darkness Ridge

Never

• Evolves from Duskull at Level 37

#357 TROPIUS

Type: Grass-Flying
Ability: Chlorophyll
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER	L37	BODY SLAM
L1	GUST	L41	SOLARBEAM
L7	GROWTH	L47	SYNTHESIS
L11	RAZOR LEAF		
L17	STOMP		
L21	SWEET SCENT		
L27	WHIRLWIND		
L31	MAGICAL LEAF		

Friend Area • Jungle

Somewhat Likely

• Sky Tower 22F-25F, Sky Tower Peak 1F-8F, Lightning Field 20F-29F, Joyous Tower 86F-91F

#358 CHIMECHO

Type: Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WRAP	L33	DOUBLE-EDGE
L6	GROWL	L38	HEAL BELL
L9	ASTONISH	L41	SAFEGUARD
L14	CONFUSION	L46	PSYCHIC
L17	TAUNT		
L22	UPROAR		
L25	YAWN		
L30	PSYWAVE		

Friend Area • Thunder Meadow

Somewhat Likely

• Mt. Freeze 7F-12F, Solar Cave 12F-17F

#359 ABSOL

Type: Dark
Ability: Pressure
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	SCRATCH	L36	SLASH
L5	LEER	L41	FUTURE SIGHT
L9	TAUNT	L46	PERISH SONG
L13	QUICK ATTACK		
L17	RAZOR WIND		
L21	BITE		
L26	SHADOW CLAW		
L31	DOUBLE-EDGE		

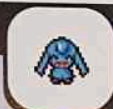
Friend Area • Darkness Ridge

Somewhat Likely

• Will join rescue team after story event in Frosty Forest
• Northwind Field 28F, 29F; Western Cave 40F-49F

#360 WYNAUT

Type: Psychic
Ability: Shadow Tag
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	LEER		
L1	CHARM		
L1	ENCORE		
L15	COMET		
L15	MIRROR COAT		
L15	SAFEGUARD		
L15	DESTINY BOND		

Friend Area • Echo Cave

Somewhat Likely

• Buried Relic 1F-4F, Solar Cave 1F-3F

#361 SNORUNT

Type: Ice
Ability: Inner Focus
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POWDER SNOW	L34	ICE BEAM
L1	LEER	L37	HAIL
L7	DOUBLE TEAM	L43	BLIZZARD
L10	BITE		
L16	ICY WIND		
L19	HEADBUTT		
L25	PROTECT		
L28	CRUNCH		

Friend Area • Frigid Cavern

Somewhat Likely

• Frosty Forest 8F-9F, Mt. Faraway 1F-11F, Joyous Tower 50F-57F

#362 GLALIE

Type: Ice
Ability: Inner Focus
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POWDER SNOW	L25	PROTECT
L1	LEER	L28	CRUNCH
L1	DOUBLE TEAM	L34	ICE BEAM
L7	BITE	L42	HAIL
L10	DOUBLE TEAM	L53	BLIZZARD
L16	BITE	L61	SHEER COLD
L19	HEADBUTT		

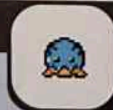
Friend Area • Frigid Cavern

Never

• Evolves from Snorunt at Level 42

#363 SPHEAL

Type: Ice-Water
Ability: Thick Fat
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	POWDER SNOW	L31	HAIL
L1	GROWL	L37	REST
L1	DEFENSE CURL	L43	SNORE
L7	WATER GUN	L49	BLIZZARD
L13	ENCORE		SHEER COLD
L19	ICE BALL		
L25	BODY SLAM		
	AURORA BEAM		

Friend Area • Ice Floe Beach

Somewhat Likely

• Stormy Sea 15F-24F, Silver Trench 10F-19F, Far-off Sea 10F-19F

#364 SEALEO

Type: Ice-Water
Ability: Thick Fat
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ENCORE	L25	AURORA BEAM
L1	POWDER SNOW	L31	HAIL
L1	GROWL	L39	REST
L1	DEFENSE CURL	L39	SNORE
L2	WATER GUN	L47	BLIZZARD
L7	ENCORE	L55	SHEER COLD
L13	ICE BALL		
L19	BODY SLAM		

Friend Area • Ice Floe Beach

Very Unlikely

- Evolves from Spheal at Level 32
- Stormy Sea 34F-39F, Silver Trench 26F-33F, Far-off Sea 35F-44F
- Leader must be Level 90, or Level 50 with Friend Bow

#365 WALREIN

Type: Ice-Water
Ability: Thick Fat
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	ENCORE	L25	AURORA BEAM
L1	POWDER SNOW	L31	HAIL
L1	GROWL	L39	REST
L1	DEFENSE CURL	L39	SNORE
L2	WATER GUN	L50	BLIZZARD
L7	ENCORE	L61	SHEER COLD
L13	ICE BALL		
L19	BODY SLAM		

Friend Area • Ice Floe Beach

Never

- Evolves from Sealeo at Level 44

#366 CLAMPERL

Type: Water
Ability: Shell Armor
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	CLAMP
L1	WATER GUN
L1	WHIRLPOOL
L1	IRON DEFENSE

Friend Area • Deep-Sea Floor

Somewhat Likely

- Silver Trench 65F-79F, Far-off Sea 65F-75F

#367 HUNTAIL

Type: Water
Ability: Swift Swim
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WHIRLPOOL
L8	BITE
L15	SCREECH
L22	WATER PULSE
L29	SCARY FACE
L36	CRUNCH
L43	BATON PASS
L50	HYDRO PUMP

Friend Area • Deep-Sea Floor

Never

- Evolves from Clamperl with Deepseatooth and Link Cable

#368 GOREBYSS

Type: Water
Ability: Swift Swim
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WHIRLPOOL
L8	CONFUSION
L15	AGILITY
L22	WATER PULSE
L29	SCARY FACE

Friend Area • Deep-Sea Floor

Never

- Evolves from Clamperl with Deepseascale and Link Cable

#369 RELICANTH

Type: Water-Rock
Ability: Swift Swim/Rock Head
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WHIRLPOOL	L48	SAFEGUARD
L8	CONFUSION		
L15	AGILITY		
L22	WATER PULSE		
L29	SCARY FACE		
L36	CRUNCH		
L43	ANCIENTPOWER		

Friend Area • Deep-Sea Floor

Somewhat Likely

- Silver Trench 80F-89F

#370 LUVDISC

Type: Water
Ability: Swift Swim
Terrain Ability: Water



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TACKLE	L48	SAFEGUARD
L4	CHARM		
L12	WATER GUN		
L16	AGILITY		
L24	TAKE DOWN		
L28	ATTRACT		
L36	SWEET KISS		
L40	FLAIL		

Friend Area • Treasure Sea

Somewhat Likely

- Silver Trench 45F-54F, Far-off Sea 45F-54F

#371 BAGON

Type: Dragon
Ability: Rock Head
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	RAGE	L41	CRUNCH
L5	BITE	L49	DRAGON CLAW
L9	LEER	L53	DOUBLE-EDGE
L17	HEADBUTT		
L21	FOCUS ENERGY		
L25	EMBER		
L33	DRAGONBREATH		
L37	SCARY FACE		

Friend Area • Dragon Cave

Somewhat Likely

- Lapis Cave 9F-13F, Wish Cave 45F-49F, Wyvern Hill 1F-4F, Joyous Tower 42F-45F

#372 SHELCON

Type: Dragon
Ability: Rock Head
Terrain Ability: Ground



HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	RAGE	L25	EMBER
L1	BITE	L30	PROTECT
L1	LEER	L38	DRAGONBREATH
L1	HEADBUTT	L47	SCARY FACE
L5	BITE	L56	CRUNCH
L9	LEER	L69	DRAGON CLAW
L17	HEADBUTT	L78	DOUBLE-EDGE
L21	FOCUS ENERGY		

Friend Area • Dragon Cave

Very Unlikely

- Evolves from Bagon at Level 30
- Mt. Freeze 1F-6F, Wish Cave 65F-69F, Wyvern Hill 9F-16F, Joyous Tower 60F-64F
- Leader must be Level 90, or Level 50 with Friend Bow

#375 SALAMENCE

Type: Dragon-Flying
Ability: Intimidate
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	RAGE	L25	EMBER
L1	BITE	L30	PROTECT
L1	LEER	L38	DRAGONBREATH
L1	HEADBUTT	L47	SCARY FACE
L5	BITE	L50	FLY
L9	LEER	L61	CRUNCH
L17	HEADBUTT	L79	DRAGON CLAW
L21	FOCUS ENERGY	L93	DOUBLE-EDGE

Friend Area • Dragon Cave

Never

- Evolves from Shelgon at Level 50

#376 BELDUM

Type: Steel-Psychic
Ability: Clear Body
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TAKE DOWN
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Friend Area • Magnetic Quarry

Somewhat Likely

- Mt. Steel 6F-8F, Wish Cave 15F-17F, Solar Cave 1F-4F, Joyous Tower 14F-16F

#375 METANG

Type: Steel-Psychic
Ability: Clear Body
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TAKE DOWN	L56	AGILITY
L20	CONFUSION	L62	HYPER BEAM
L20	METAL CLAW		
L26	SCARY FACE		
L32	PURSUIT		
L38	PSYCHIC		
L44	IRON DEFENSE		
L50	METEOR MASH		

Friend Area • Magnetic Quarry

Very Unlikely

- Evolves from Beldum at Level 20
- Frosty Forest 1F-4F, Wish Cave 62F-64F, Solar Cave 8F-12F, Joyous Tower 56F-61F
- Leader must be Level 90, or Level 50 with Friend Bow

#376 METAGROSS

Type: Steel-Psychic
Ability: Clear Body
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TAKE DOWN	L38	PSYCHIC
L1	CONFUSION	L44	IRON DEFENSE
L1	METAL CLAW	L55	METEOR MASH
L1	SCARY FACE	L66	AGILITY
L20	CONFUSION	L77	HYPER BEAM
L20	METAL CLAW		
L26	SCARY FACE		
L32	PURSUIT		

Friend Area • Magnetic Quarry

Never

- Evolves from Metang at Level 45

#377 REGIROCK

Type: Rock
Ability: Clear Body
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	EXPLOSION	L65	HYPER BEAM
L9	ROCK THROW		
L17	CURSE		
L25	SUPERPOWER		
L33	ANCIENTPOWER		
L41	AMNESIA		
L49	ZAP CANNON		
L57	LOCK-ON		

Friend Area • Ancient Relic

Unlikely

- Buried Relic 15F
- Must have Rock Part or Music Box

#378 REGICE

Type: Ice
Ability: Clear Body
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	EXPLOSION	L65	HYPER BEAM
L9	ROCK THROW		
L17	CURSE		
L25	SUPERPOWER		
L33	ANCIENTPOWER		
L41	AMNESIA		
L49	ZAP CANNON		
L57	LOCK-ON		

Friend Area • Ancient Relic

Unlikely

- Buried Relic 25F
- Must have Ice Part or Music Box

#379 REGISTEEL

Type: Steel
Ability: Clear Body
Terrain Ability: Ground



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	EXPLOSION	L57	LOCK-ON
L9	METAL CLAW	L65	HYPER BEAM
L17	CURSE		
L25	SUPERPOWER		
L33	ANCIENTPOWER		
L41	AMNESIA		
L49	ZAP CANNON		

Friend Area • Ancient Relic

Unlikely

- Buried Relic 35F
- Must have Steel Part or Music Box

#380 LATIAS

Type: Dragon-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PSYWAVE	L40	PSYCHIC
L5	WISH	L45	RECOVER
L10	HELPING HAND	L50	CHARM
L15	SAFEGUARD		
L20	DRAGONBREATH		
L25	WATER SPORT		
L30	REFRESH		
L35	MIST BALL		

Friend Area • Southern Island

Very Likely

- Joins rescue team when you rescue it in Pitfall Valley

#381 LATIOS

Type: Dragon-Psychic
Ability: Levitate
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	PSYWAVE	L40	PSYCHIC
L5	WISH	L45	RECOVER
L10	HELPING HAND	L50	DRAGON DANCE
L15	SAFEGUARD		
L20	DRAGONBREATH		
L25	PROTECT		
L30	REFRESH		
L35	LUSTER PURGE		

Friend Area • Southern Island

Very Likely

- Joins rescue team after you defeat it in Northern Range

#382 KYOGRE

Type: Water
Ability: Drizzle
Terrain Ability: Water



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WATER PULSE	L60	SHEER COLD
L5	SCARY FACE	L65	DOUBLE-EDGE
L15	ANCIENTPOWER	L75	WATER SPOUT
L20	BODY SLAM		
L30	CALM MIND		
L35	ICE BEAM		
L45	HYDRO PUMP		
L50	REST		

Friend Area • Seafloor Cave

Likely

- Stormy Sea 40F



#383 GROUDON

Type: Ground
Ability: Drought
Terrain Ability: Magma



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	MUD SHOT	L60	FISSURE
L5	SCARY FACE	L65	SOLARBEAM
L15	ANCIENTPOWER	L75	ERUPTION
L20	SLASH		
L30	BULK UP		
L35	EARTHQUAKE		
L45	FIRE BLAST		
L50	REST		

Friend Area • Volcanic Pit

Very Unlikely

- Magma Cavern 3F
- Cannot catch on first encounter



#384 RAYQUAZA

Type: Dragon-Flying
Ability: Air Lock
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	TWISTER	L60	EXTREMESPEED
L5	SCARY FACE	L65	OUTRAGE
L15	ANCIENTPOWER	L75	HYPER BEAM
L20	DRAGON CLAW		
L30	DRAGON DANCE		
L35	CRUNCH		
L45	FLY		
L50	REST		

Friend Area • Stratos Lookout

Very Unlikely

- Sky Tower Summit 9F
- Cannot catch on first encounter



#385 JIRACHI

Type: Steel-Psychic
Ability: Serene Grace
Terrain Ability: Float



Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶

Level-Up Moves

L1	WISH	L35	DOUBLE-EDGE
L1	CONFUSION	L40	FUTURE SIGHT
L5	REST	L45	COSMIC POWER
L10	SWIFT	L50	DOOM DESIRE
L15	HELPING HAND		
L20	PSYCHIC		
L25	REFRESH		
L30	REST		

Friend Area • Mt. Moonview

Very Likely

- Wish Cave 99F



#386 DEOXYX

Type: Psychic
Ability: Pressure
Terrain Ability: Float
Size:

HP	▶▶▶▶▶
Attack	▶▶▶▶▶
Defense	▶▶▶▶▶
Special Attack	▶▶▶▶▶
Special Defense	▶▶▶▶▶



Level-Up Moves

L1	WRAP	L35	COSMIC POWER
L1	LEER	L40	RECOVER
L5	NIGHT SHADE	L45	PSYCHO BOOST
L10	TELEPORT	L50	PSYCHO BEAM
L15	KNOCK OFF		
L20	PSYCHIC		
L25	PSYCHIC		
L30	SNATCH		

Friend Area • Enclosed Island

Special

- Meteor Cave 20F



You'll see all four forms of Deoxys while exploring Meteor Cave, but you'll catch it only in its normal form. There's no way to transform Deoxys into its other forms once you have befriended it.

DEOXYX



Level-Up Moves

L1	WRAP	L35	COSMIC POWER
L1	LEER	L40	RECOVER
L5	NIGHT SHADE	L45	PSYCHO BOOST
L10	TELEPORT	L50	PSYCHO BEAM
L15	KNOCK OFF		
L20	PSYCHIC		
L25	PSYCHIC		
L30	SUPERPOWER		



Level-Up Moves

L1	WRAP	L35	IRON DEFENSE
L1	LEER	L35	AMNESIA
L5	NIGHT SHADE	L40	RECOVER
L10	TELEPORT	L45	PSYCHO BOOST
L15	KNOCK OFF	L50	MIRROR COAT
L20	SPIKES	L50	COUNTER
L25	PSYCHIC		
L30	SNATCH		



Level-Up Moves

L1	WRAP	L35	AGILITY
L1	LEER	L40	RECOVER
L5	NIGHT SHADE	L45	PSYCHO BOOST
L10	DOUBLE TEAM	L50	EXTREMESPEED
L15	KNOCK OFF		
L20	PURSUIT		
L25	PSYCHIC		
L30	SWIFT		



Munchlax

You won't be able to befriend Munchlax, but you will encounter it rarely in Pokémon Square. Sometimes you'll walk into the square and the noise of its huge tummy rumbling will startle the townsfolk. If you give Munchlax something to eat, it'll thank you with the Munch Belt. In another event, Munchlax will saunter into the middle of the square, and accidentally dump a bunch of apples that it was carrying. As Munchlax scoops them back up, it'll ask you to return an apple that it thinks you took. If you give Munchlax an apple you pick up off the ground, you'll get the Munch Belt in return.

MAMFAXO

Mamfaxo

